POLYHEDRON™

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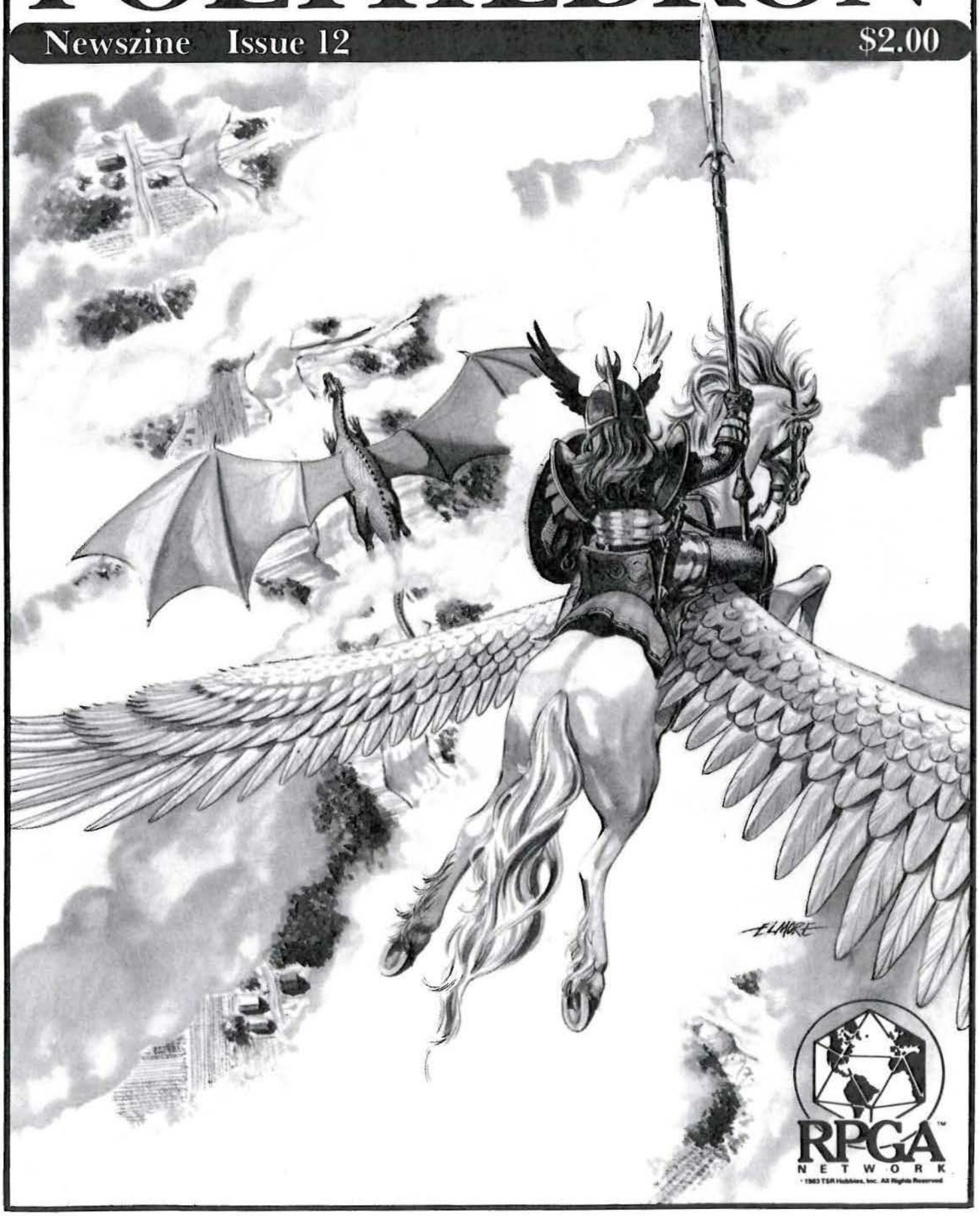

RPGA™ NETWORK

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The cover adorning POLYHEDRON™ Newszine Issue #12 was created by artist Larry Elmore. As envisioned by Gali Sanchez, it depicts the fighter, Grifton, and his pegasus, Orrex, discovering the red dragon they have been paid to destroy. See *Encounters* on page 8.

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POLYHEDRON™ Newszine

Volume 3, Number 3
Issue #12

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. . .from the publisher

Change, change, change! It seems that there's a lot of it happening around us these days. The weather is changing for the better. Warm nights and sunny days replace the past winter's gloom and cold. A change of pace for some of us as vacation time arrives and we can take it easy. Of course, it's a lot more hectic for others who spend a good deal of time at conventions, but they change from con to con.

You've most likely noticed that there have been a number of changes in the last few POLYHEDRON™ Newszines. The biggest change is most evident in this issue. Mary will address that subject in her column, but I'd like to talk to you for a minute on the subtler changes that have taken place at RPGA™ HQ, changes that are either behind the scenes or are so slow in evolving that you may be missing them, especially if you're new to the Association.

Let's begin with the term "official, "a word that's used profusely by TSR and RPGA HQ. The reason is to protect the consumer from others who use terms you have come to know and respect (like ADVANCED DUNGEONS & DRAGONS® Fantasy Game) when the products, services, or advice they offer are not sanctioned by TSR Hobbies, Inc. We know that it can be confusing to our loyal fans when they see our game titles used in strange ways on non-TSR products. That is why we often say that such-and-such is *official*; for example, the RPGA Network is the *official* D&D® Club. This means that we are the Network of members and clubs sanctioned and recognized by TSR Hobbies Inc. RPGA HQ also has *official* clubs, tournaments, etc. so you may know who and what we recognize as being "safe" games and gamers, people and events that are geared toward your type of fun. All of these *official* recognitions are advice-oriented for those who are interested in our opinions.

The second type of *official* status comes into focus when we deal with the games themselves, particularly the AD&D™ and D&D® game systems. The reason this was originated many moons ago was to clarify the confusion brought about by so many "variations" on the games which appeared in print. Lately, though, there has been a further defining of *official* status — that of the *official* writings by Gary Gygax in DRAGON™ Magazine which are . . . well, sort of *official* directions we are going in, but not the final say on the subject. Because of this further hazing of "officialdom," and because of the immense amount of output in DRAGON Magazine, we have steered ourselves away from purely *official* status in the last few issues to an "expert" approach. The questions, articles, etc. appearing in POLYHEDRON™ Newszine are written by experts in the field and are there for your guidance. When Gary addresses anything on the AD&D or D&D game systems, that, of course, is still *official*. But on the whole, we've widened our focus to allow for more discussion (or argument) on subjects.

What other changes have come about? For another, there have been structural changes within RPGA HQ. We've rebuilt RPGA HQ personnel structure. Now, if you have a question or complaint about our merchandise you can address your letters to Judie Simpson,who's doing a bang-up job as our new Products person.

Another change is the relocation of POLYHEDRON Newszine and its editor to the Publishing division of TSR. You will probably notice very little change in the newszine itself (except for continuous improvement), but this will free Mary to also work for DRAGON™ Magazine. This means that almost everything RPGA HQ prints — POLYHEDRON Newszine, RPGA Modules, Directory, etc. — are all done outside RPGA HQ, but by professionals who will provide us with a better product for our members. Instead of a small machine cranking out a little here and a little there, we will be a large hub for an even larger wheel, providing us with more than we could ever hope to do ourselves.

We're changing our focus on coventions, too. It has taken almost a year to streamline RPGA HQ to a point where we can look in other directions and still continue to produce on schedule. Now we are casting an eye to the future to determine how we can get out there and meet more of you. The *official* RPGA Clubs will help us concentrate on those events we cannot personally attend, but can be represented by our members. More on this in upcoming issues.

The greatest change, however, has come about in our membership. As this is being written (in April) we have almost tripled our membership from the year before. Our members who write to us now have a positive, optimistic, and satisfied view of the RPGA Network. Our products have increased. We've learned from our mistakes and usually do not repeat them a second time. All of this goes a long way towards hushing the "pooh-poohers" and whiners who said it couldn't be done — that RPGers couldn't be organized and wouldn't join a professional gaming network. Oh, every once in awhile someone still moans in the background that the RPGA Network is nothing more than a front for TSR — that we don't really care about the gamers. (I'm always amazed that these doom-sayers never mention other specialized groups like the *Travellers Aid Society, Bart,* or magazines equally specialized like *Autoduel Quarterly.)* But they always will moan and groan, somewhat like a turned "undead" who, seeing their futile efforts at disturbing something healthy and growing, call out their frustration as they fade away from view.

. . .from the editor

The setting: a dusty, paint-peeling old hotel, one-time headquarters for a major game company — now RPGA™ HQ. Outside, beyond the snow-covered, Midwestern streets, gamers were anticipating the arrival of their next fun-filled, action-packed Newszine hot off the press.

Sitting behind his large oak desk, (actually, it's a small formica one), the publisher met with the editor of the Newszine.

"Deadline's coming up. Uh, how's this issue coming along?" he asked, trying to sound nonchalant. He didn't.

Stifling a grin, she cleared her throat before speaking. 'Uh, just fine." She tried to sound nonchalant. She didn't.

"Alright, what is it?"

"Well, it's just that I'd like to change a few things."

"Fine. Like what?" he asked, raising one eyebrow. After hearing "I'd like to change a few things" a few times, they'd developed a playful routine. He rubbed his hands gleefully, and threw his legs on the desk in anticipation of the game.

"Not much really. I'd like to change the look of all of our features and regulars, the contents page, our logo type style for the word "Polyhedron," and the type style we use throughout the whole magazine. Maybe add a few new columns. You know, just little things."

"Little things? What's left?? You're talking major overhaul!"

"YOU might call it that — sounds much worse. I'd prefer to call them minor changes."

"These "minor changes" — are you going to be able to finish them all by #12?"

"Well, because there are so many minor changes to make, I want to make them all at once. If we do them slowly, no one will ever know where to find anything."

Rubbing her chin, she continued. "Let's see — there are 24 hours in a day, 365 days in a year, 10 years in a decade, 60 seconds in a minute — yeah, probably." The publisher glared at her.

"Aw, don't worry. It'll be no problem," she assured him, looking forward to the next round.

"Good!" he responded, visibly brightened.

"You mean you're not going to argue with me?" she asked, her face dropping with disappointment.

"Nope," he shrugged. "I have a few minor changes I want to make too."

"Oh yeah? Like what?" she asked, eyeing him suspiciously. This was more like it!

"We should follow through on the decision to go to an *expert* approach that we've started in the last few issues. Also, let's come up with a column that is strictly members' opinions, ideas and tips. POLYHEDRON™ Newszine shouldn't become a gaming aid magazine, but we can increase the number of regular columns like *Under Construction*. See if you can inspire more of the designers to write articles too. Perhaps we can run one issue a year that contains strictly gaming aids — whadaya say we with #13, the GEN CON® Game Fair issue."

"Sure."

"Huh? You mean you're not going to argue?"

"Nope. I agree."

"You're not playing by the rules!" he spat in mock anger.

"Neither did you," she smiled, turned on her heel, and strode out of the room.

"Touche'," he mumbled.

* * * * *

Kim and I have a unique and enjoyable system for developing POLYHEDRON Newszine. I make suggestions; he makes suggestions. He says "well, maybe"; I say, "well, maybe." We toss ideas around. He says "it can't be done"; I say "it can't be done." Then it gets done. Doing the impossible is a game we both enjoy immensely.

When I was a kid, I was fascinated by the way magazines and newspapers always had stories that ended just where they were supposed to, so that every page was filled. How *do* they do that? I asked myself. Then I grew up, and I found out.

There are two things that magazine editors do to make articles and stories fit just right. One of them is called "cutting." The other one is what I'm doing right now — "stretching."

Allow me to elaborate. (I *have* to elaborate — that's what stretching is all about.) As I write this, only hours remain before this issue gets a one-way ticket to the printer, and Mary has come to me with a problem. Her plans for this page didn't work out, and consequently she was left with a three-inch strip of embarrassing white space along the bottom.

Unfortunately, her problem is also *my* problem. Because of a slight reshuffling around here of what people do and where they sit, Mary is now a member of the Dragon Publishing staff. For the benefit of those of you who have been on another plane of existence for the last three years, I'm the editor-in-chief of the entire awesome Dragon Publishing operation. Which means, like I said before, that her problems are my problems.

"What am I to do?" she wailed.

"Leave it to me," I said. "I'll write something that will fill the space."

"But what will it be about?" She was calmer now, but a little apprehensive.

"I won't do anything you won't like," I assured her. "It might be a good idea to just tell people, straight out, how this problem happened and what we did about it."

"But that will be boring," she said.

"Take it or leave it," I said.

Well, she took it. And that's all you need to know about stretching. Which works out very well, because I just ran out of space. — *Kim Mohan*

LETTERS

What can you do with a membership card, except look at it? I would also like to know where I can get a booklet with pictures of D&D® game miniatures.

Steve Harris, Ontario, Canada

The purpose of the RPGA™ Network membership card is to provide proof that you are an RPGA Network Member. When you purchase RPGA Network merchandise at RPGA Network attended conventions, for instance, your membership card is the only physical proof that you have of your membership. We do not usually carry around files containing the 7,000 names of all of the RPGA Network Members.

Further, TSR is working on producing its own line of minatures. Photos of TSR miniature figures will hopefully be available later this year. —Mary

Does the RPGA Network offer group memberships?"

L. Bruce Gray, Harrisonburg, VA

RPGA HQ does not currently offer group memberships, but a proposal for establishing them is in the works. Look for details on group memberships in a future issue of POLYHEDRON™ Newszine. — Mary

My ADVANCED DUNGEONS & DRAGONS® DEITIES & DEMIGODS™ Cyclopedia has 128 pages, and does not include the Cthulhu and Melnibonean Mythos. I found this out when reading credits thanking Chaosium Inc. for permission to use the material found in those mythos. I compared notes with my friend, and found out he had them, but not I! Please tell me what to do — should I send in the book or what?

Brian Lee, Lower Waterford, VT

When the DEITIES & DEMIGODS Cyclopedia first came out, these mythos were included. However, when it came time for a later printing we had to look to the future. Though we had legal permission to use these literary worlds and concepts, we decided to drop them in consideration of potential legal difficulties in the future. They were omitted from later copies, and as a matter of fact, eventually became the subject of games. Every once in awhile you can find an old copy in a hobby shop. No other mythos were substituted, and now printing costs prohibit redesigning the entire book.

If you are interested in more mythos, DRAGON™ Magazine often contains articles on variants (gasp), and just recently included Gary Gygax's WORLD OF GREYHAWK™ Deities & Demigods. — Kim

I have a comment that has been on my mind since I got my first issue of POLYHEDRON Newszine. Why does it say "DRAGON Magazine" on the membership application form if I get POLYHEDRON Newszine?

Another thing — I think that I sorta made a big mistake. I've been sending all the letters I have written to "Letters," POB 509, Lake Geneva, WI 53147, not to "Editor, POLYHEDRON Newszine," c/o RPGA Network HQ. Does it really matter? If the other letters have gotten lost, here's what's in them.

Why don't you use the back of issues for mini-adventures? One more thing: are there any GEN CON® Game Conventions in Georgia?

Dayn Riegel, Atlanta, Georgia

Yes, Dayn, it does matter how it's addressed. Things have changed in recent months.

If you have a question on TSR Role Playing Game rules send them to:

Penny Petticord
TSR Hobbies, Inc.
POB 756
Lake Geneva, WI 53147

Please include "For Dispel Confusion" in the text of your question if you wish to have it considered for publication.

If you have a question or comment concerning POLYHEDRON Newszine itself, address it to:

POLYHEDRON™ Newszine Editor
Dragon Publishing
POB 110
Lake Geneva, WI 53147

If you have any other question concerning the RPGA Network, HQ, or the services being offered to you (conventions, POLYHEDRON Newszine delivery, merchandise, etc.) write:

RPGA™ HQ
POB 509
Lake Geneva, WI 53147

And, finally, if you wish to write Gary Gygax himself, address it to:

E. Gary Gygax
TSR Hobbies, Inc.
POB 756
Lake Geneva, WI 53147

Please remember that due to time and work load, Gary can't always answer each and every letter sent to him. Also, if you have a games rules question, please send it to the address listed above for that subject.

The DRAGON Magazine section on the membership application refers to the option of ordering a one year subscription to DRAGON Magazine with the initial RPGA Membership for only $30. Remember, this is only for those who are joining the RPGA Network for the first time. All RPGA Network Members automatically receive the POLYHEDRON Newszine.

The "mini-adventure" idea was introduced a few issues ago. It's called *Under Construction* and offers various different *general* settings for play. No module or detailed scenario will be offered due to lack of space.

There are no GEN CON® Game Fests on the East Coast this year, though we will be at East Con in New Jersey this June. — Kim

Has TSR ever considered granting official status to monsters created by outside game enthusiasts?"

Richard Lewis, Durham NH

Creating monsters designed specifically for your own campaigns can add new dimensions to your world. However, TSR rarely grants official status to monsters created by outside gamers due to the sheer volume of monsters contributed. Each monster would have to be reviewed and balanced, etc. If every D&D® gamer (that's over 4 million people) tried to contribute even one monster, can you imagine the difficulties involved? — Mary

After reading over the prizes for the RPGA Network Membership Drive, my eyes nearly popped out of their sockets when I saw the first, second and third place prizes: a seat at the Greyhawk game. If I only could win a seat at it, it would be a dream come true. But alas, I lack the power to win. So I'm asking you as a RPGA Charter Member in good standing if I could purchase a ticket to the Greyhawk game.

Steve Berman, Cherry Hill, NJ

What do you mean, Steve, "lack the power"? The only requirement for winning is that you must recruit the most new members for the RPGA Network. That is simplicity itself! Show them your POLYHEDRON Newszine, the merchandise available to our members, and the Directory that all current members received in late winter. Cherry Hill, New Jersey was the location of GEN CON East I Game Convention a couple of years ago. That area is swarming with gamers.

The best way to get new members is to start an *official* RPGA Club, possibly with the affiliation of a local hobby or gaming store. Otherwise, I'm afraid I can't help you get into Gary's game at GEN CON XVI Game Fest. It is a select, small group consisting of RPGA winners. (It has occured to me how much money I could make "bootlegging" tickets, but with all the gamer connections Gary has, he'd have the better Rangers and TOP SECRET® game players after me!) —Kim

The Membership Drive Contest ends May 31st, 1983. (Ed.)

If you're out of stock on any of POLYHEDRON Newszine Issues #1-9, please send reprints of the *Spelling Bee* and *Dispel Confusion* columns.

Ted Curylo, Cache Bay, Ontario, Canada

We're afraid we can't do that, Ted. That's why we tell our members to order back issues if they're even remotely interested, because when the issues run out, they run out! It is financially impossible to reprint past POLYHEDRON Newszine issues. In about a year we'll have a "Best of POLYHEDRON Newszine," but not now. — Kim

Is RPGA™ HQ and POLYHEDRON™ Newszine open to hearing about variations and additions to the game? Some of the things I have learned are different but very interesting, and could be useful to others."

Daniel Koger, San Antonio, TX

RPGA™ HQ is always interested in information which will aid or inform our members; the RPGA Network is a communications network. As a matter of fact, in this issue of POLYHEDRON Newszine we've begun a new regular column called, *Two Cents* which contains both membership and gaming opinions, suggestions and tips. RPGA HQ does not promote variants, but if you have suggestions which you think might help or interest others, please send them in. — Mary

How come POLYHEDRON™ Newszine is only 32 pages and costs $2.00, while DRAGON™ Magazine is 80-100 pages and costs only $3.00?

Erik Luther, Basking Ridge, NJ

First, members receive the Newszine as part of their membership package and do not pay $2.00 per issue. $2.00 is the price non-members pay at conventions — and they may only buy them at conventions. Second, POLYHEDRON Newszine has no advertisements — those 32 pages are packed full of information. — Mary

THE KNIGHT-ERROR

I THINK I'LL TRY MY KNIGHTLY CHARM ON THAT LOVELY ELVEN LADY...
"EÄL SINBRÄNT CUMUNO SAARLE ESSERÍA TALANN"
SAY WHAT?
SPLOOSH!
DRIBBLE DRIBBLE DRIP DRIP DRIP
I THINK I EMPHASIZED THE WRONG VOWEL SOME WHERE...
"YOUR EARS ARE LIKE DRIED CORN HUSKS"
HMPH!
DRIP DRIP
R.SHIRE

TWO CENTS

Two Cents is a new POLYHEDRON™ Newszine regular column. It contains RPGA™ Network Member opinions and suggestions and should not be taken as official *RPGA HQ or TSR game doctrine.*

A party is exploring an "abandoned" funhouse and comes upon a flight of stairs. When touched, the top step sets off a trap which catapults the front rank into the room and seals it and the front rank off from the rest of the party.

The hapless adventurers recover to find themselves in the company of two Type II demons who are levitating just above the floor. When they move to melee, the planks of the floor begin to lurch violently, making hitting almost impossible for the party.

The demons might then teleport the characters to the nearby Hall of Horror, or what have you. But what of the rest of the party when they break through to an empty, exitless room?"

Richard Lewis, Durham NH

Combine a trap with Blindheims on one side and Eye Killers on the other. The Blindheims allow the characters to pass. When the characters come upon the Eye Killers, the Blindheims will spring a trap, using their light source for the Eye Killers to pick up and focus back on the players. This can be particularly nasty if the characters don't have a darkness spell.

Bill Hoyer, Lake Geneva, WI

I recently bought all of your back issues and loved them, but I notice that you once had a figure case which was available for $9.00. Please get more!

Larry Ries, Bunceton, MO

How about it, figure collectors? Do you think we should stock items for those who collect figures? (Ed.)

I have been using a very simple yet effective procedure for determining mortal/fatal hits. The method is based on the assumption that a natural "20" is the "perfect" strike, i.e. always hits. Using this as a basis, we then differentiate between their levels (a high level fighter obviously has the advantage over a low level fighter). Each combatant rolls 1d20. If the attacker rolls equal to or below his level, and the defender rolls above his level, the defender has suffered a fatal wound. If the attacker makes his roll (equal to or less than his level on 1d20), but the defender also rolls equal to or below his own level, the defender takes double damage. If the attacker rolls above his level (on his second roll), he has scored a normal hit.

This method does not take into account variables such as strength bonus, dexterity or any of probably hundreds of other modifiers, nor does it differentiate between Fighters, Magic-Users, etc. We use it to add a little more of the element of chance to our combats without sacrificing playability, since it only takes three rolls with no calculations to perform or charts to consult.

Talmadge Skinner, Rockledge, FL

In response to a question posed in POLYHEDRON #10, "Will water-affecting spells (e.g. Lower Water*) affect water in other than liquid form — like fog or ice," a member wrote the following.*

A question pops into my head — what about water which has had an *Airy Water* spell thrown on it? According to the spell, it is no longer in the normal liquid form. If the answer to the question had explained the basic assumption of the four elements (earth, air, fire, water), explained how fire and water are opposing elements, then explained how the spell will work with only certain amounts of fire (heat) in the water (ice not being enough and fog too much) then there would be fewer problems.

As for the *Airy Water* question, the water is mixed up with air, not fire, and so the spell should work. I feel that such detailed explanations are a must when dealing with those of us who are in control of the game around the world.

Roby Ward, Knoxville, TN

I have seen many campaigns in which almost every item, from lantern to sword, is magical. In my campaign, magic is rare; magic weapons are the rarest of all. I usually use expendable magic weapons like magic arrows. Most magic in my campaign is "helpful magic" — things that do something, like supply water or food, brightly light hallways, or help detect secret doors. All of these are very useful, but they don't supply "Magnum Force." For example, my highest level character, a now retired 15th level Fighter, has a flame tongue sword and +2 chain mail, plus a few less powerful items, such as a decanter of endless water. This provides for a much more challenging and balanced campaign.

A. J. Hoge, Marietta, GA

In anwer to the question of "hot shot" players, I have a few suggestions.

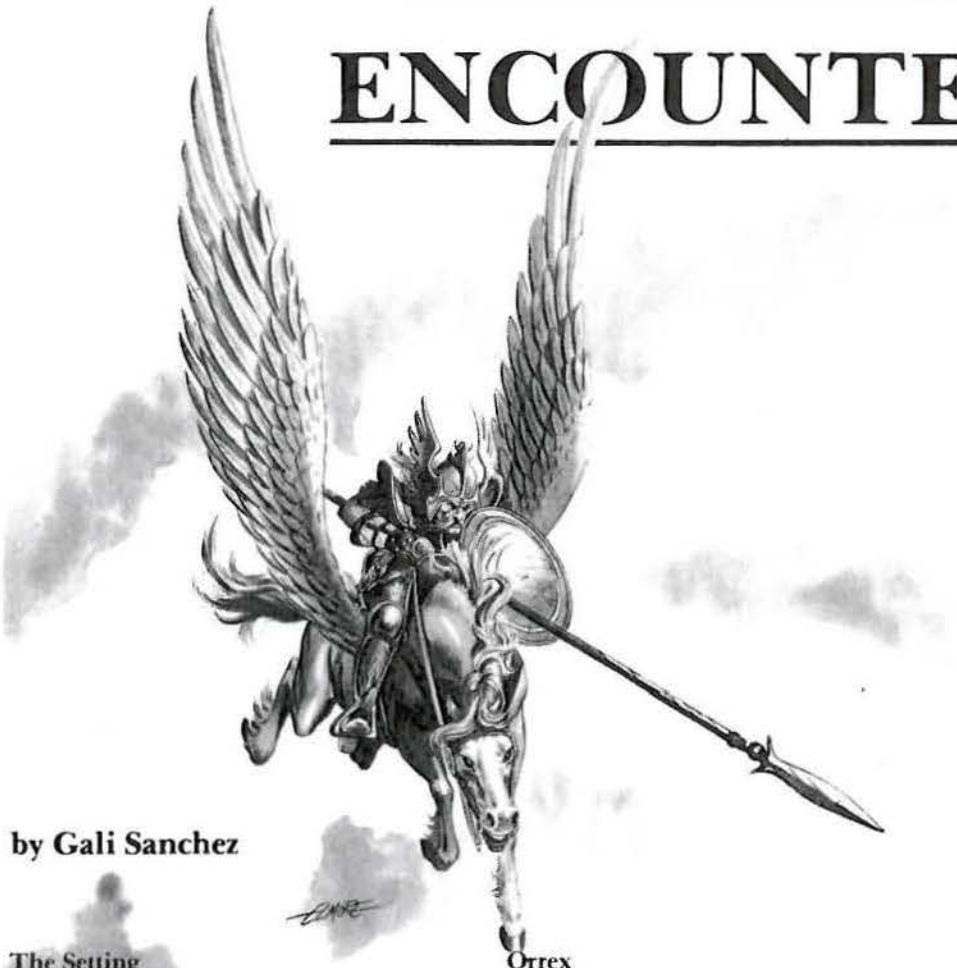
"Hot shots" must have become that way somehow, which means that perhaps the DM has been over-generous, a major problem. Think hard before you say or promise something you might regret.

If the player/s has a major weapon, blast it with a rod of cancellation, or create a scenario around the weapon; put him/her up against the guys who made it and want it back.

If your player is a Magic-User (here's a trade secret), put him/her up against an enchanted being with a small piece of "black crystal" around its neck — look at its qualities before you laugh.

John Combee, Owen Sound, Ontario, Canada

ENCOUNTERS



by Gali Sanchez

The Setting

Grifton swallows hard. He has been patrolling this area for two weeks, and nothing has ever happened — until today. The monotony of fourteen days of uneventful patrols now work against him. The dragon appeared so suddenly that it caught Grifton by surprise.

Grifton watches the dragon below as it disappears into the thick clouds, catching only glimpses of the reptile as it lazily drifts from cloud to cloud. Although the clouds block his view, he realizes that these same clouds keep his mount and himself from detection.

The Characters

Grifton Dunsaway
Race: Human, 7th level Fighter
AC: 2 (Chain & Shield) hp: 31
S: 18/27 (+1 to hit, +3 dmg.-adj.)
I: 14 W: 12
D: 16 (+1 reaction/attacking, -2 def. adj.)
C: 7 Ch: 9

Grifton carries a throwing dagger and a +2 lance. He has been paid to destroy Forszahn, the red dragon.

Orrex
Race: Pegasus
AC: 6 MV: 24″/48″
Hit dice: 4 hp: 15
Number of Attacks: 3
Damage: 1-8/1-8/1-3
Magic Resistance: Standard
Alignment: Lawful

Orrex is Grifton's mount. As with any pegasus, Orrex is fiercely loyal and will follow his master's every command.

Forszahn
Race: Young adult red dragon
AC: -1 MV: 9″/24″
Hit dice: 9 hp: 36
Number of Attacks: 3
Damage: 1-8/1-8/3-30
Special Attack: Breath weapon
Magic Resistance: Standard
Intelligence: Exceptional
Alignment: Chaotic evil
Size: L (40′ long)

Forszahn has just moved to the area from the Shield Lands. He has destroyed farms and other dwellings within a 50 mile radius to establish his reign. The dragon has no magic spells.

DM's Section

Grifton's choices are standard conflict or no engagement. If he attacks, the +2 to hit and damage will be a big help, along with the +3 adjustment to damage and +1 to hit due to Grifton's strength. The biggest bonus is the double damage that results from charging with the lance. Beginning with the damage adjustment, the normal damage would be 2-12, plus 2 points for the magic lance, plus 3 points due to strength. If this is doubled because of the charge, the damage becomes 7-17 doubled, or 14-34 points of damage.

Of course, Grifton must first hit the dragon. His best chance is through surprise; if he approaches from above, hidden in the clouds, he can lower the reptile's armor class by 4. If the player states intent to hide in the clouds, Grifton will have only a 10% chance of being discovered before attacking; if not, roll standard surprise reaction.

With the advantage of surprise, Grifton's player needs to roll an 8 or better on a d20 in order to strike the dragon. Without surprise, a 12 or higher is required for a successful hit.

All of the rules for aerial combat from the DMG apply. Therefore, if Orrex sustains 12 points of damage, he will be forced to the ground. 15 points of damage will kill the pegasus.

If Forszahn sustains more than 18 points of damage, he will be forced to land. If the dragon takes more than 27 points of damage, he will fall and die upon impact with the ground. Grifton cannot inflict enough damage to kill the dragon on the first attack.

If Grifton's initial aerial attack is not successful, Forszahn will use his breath weapon on Grifton and Orrex. If the dragon sustains any damage at all, he will seek the safety of the ground and maintain a defensive posture. Forszahn will not use his breath weapon while grounded unless the fighter directly melees him.

CONVENTION UPDATE

March, 1983 . . . The Thunderbird Resort Hotel, Jacksonville, Florida . . . Around 500 gamers flock to GEN CON® South Game Fair to play, ref, and buy adventure games. Amidst the din of delighted screams as RPGers made their saving throws and war gamers rolled over their adversaries, the first official RPGA™ Tournament of 1983 was held.

The tournament, called "Witchstone" and created by Carl Smith, TSR game designer and former organizer of GEN CON South Game Fair, was an instant success. It provides the intrepid adventurers with the challenge of stopping raiding hill giants from decimating frontier towns, but the only way to do that is to neutralize their leader — a hill witch.

Overall, the two-round event ran smoothly and efficiently. The new RPGA Tournament Scoring System surprised some players, but most were happy to have the opportunity to provide input on the judges. For the first time, RPGA HQ has systemized, accurate result sheets for everyone who played, thus assuring all RPGA Network participants a score for entering. Advancement was "scrambled" and no team scores were given. The individual winners were:

Winner:	
James W. West III	1,050 pts.
lst Runner Up:	
Brett A. Waters	800 pts.
2nd Runner Up:	
Lynn R. Svedin	550 pts.
3rd Runner Up:	
Kim Humphreys	300 pts.
4th Runner Up:	
Mark C. McCreary	175 pts.

There were many excellent judges who helped RPGA HQ at the convention, and we thank them all. Of special note is "Sonny" Scott who helped us run the event, and Larry Goforth and Talmadge Skinner who were the judges receiving the highest scores from the players. And, of course, our deepest thanks to Carl Smith for attending GEN CON South Game Fair as the RPGA Network representative.

* * * * *

Meanwhile, things were hopping in Indiana at the Emperor's Birthday Convention. We decided to run 'Witchstone" there too. Jon Pickens, an RPGAer and member of TSR's Acquisitions department, raced to the convention and ran an abbreviated form of the tournament.

The tournament advanced as teams. On the first place team was RPGAer Robert Mason. Another member, Patricia Hall, was on the second place team. (A note for clarity — "Witchstone" was confined to RPGA Members only at GEN CON South Game Fair but open to the public at the Emperor's Birthday Convention due to the size of the later convention.)

By the time you are holding this in your sweaty little, dice-encrusted palms we will have also attended CWI Con in Chicago, and are packing for East Con in New Jersey on June 24-26.

We are already planning many festivities for GEN CON® XVI Game Convention, including eight RPGA Network Tournaments, supporting the AD&D® Open Tournament, and a number of smaller events hosted by our members. We'll also have our RPGA Network booth there (in the Exhibitor's Area in the Physical Education Building this year), and our annual Members Meeting on Saturday night (with goodies and celebrities).

In the future, conventions attended by RPGA HQ will be listed far in advance in POLYHEDRON™ Newszine. Harold Johnson, RPGAer and Head Honcho of Research and Development for TSR Hobbies, had a brilliant suggestion just the other day. He proposed that whoever designed a tournament for us attend the convention and coordinate the event since he/she would presumably know the scenario backward and forward. This would also mean that the public (and our members in particular) could meet more of our game design staff and ask questions concerning the particular tournament being run, as well as general game design. This system was tested at GEN CON South and worked very well, so look for our creative folks "on the road" in the future.

DAWN PATROL™ MINI-CON

The DAWN PATROL Game mini-convention will be held July 9th and 10th, 1983 at the University of Wisconsin — Whitewater campus in Whitwater, Wisconsin. Details can be obtained by writing: Mike Carr, 1271—D Wisconsin Street, Lake Geneva, WI 53147. A random team tournament, an official RPGA™ Network game, and numerous informal games are planned.

DAWN PATROL PLAYER LIST

A combined listing of DAWN PATROL game players is being compiled by designer Mike Carr according to geographic location (by first zip code digit). This listing will be published later this year, and will be available for a nominal charge to cover postage and handling. Any DAWN PATROL game players who would like to be included in this list should simply drop a line to: Mike Carr, c/o TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147. The object is to bring as many players as possible into contact with each other, so if you play regularly or would like to, please respond!

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Role Playing Game

DQ: If a lance only does 1-6 points, the same as a hand axe, for example, why use a lance?
DA: For one thing, you can use it from horseback, and can use the horse's higher movement rate if you need to get away from nasty combat developments. But you're right, it doesn't seem reasonable. I'll be working on the revision by the time you read this, and I'll list lance as doing 1d10, the most any weapon can inflict.

DQ: I read the description of Dragon Turtle, and I love it! But shouldn't it get a "Special Abilities Bonus" to Experience Points? And how many XP should that actually be?
DA: Base value for a 21 HD creature is 2500 XP, plus 250 per HD above 21 — therefore, with 30 HD, that's 2500+ 2250=4750 XP. However, we forgot to count the breath weapon and incredibly vicious bite; these should both be counted as "Special Abilities," for a "double star" notation (change your book). This gives a 4000 XP bonus, for a grand total of 8750 XP. Tell your players I said "Good luck . . ."

DQ: If the strength adjustment applies to opening doors, doesn't it make it harder to succeed?
DA: If the bonus (+1 to +3) is added to the roll, yes, but this is obviously incorrect. It should be added to the chances (normally 1-2 on 1d6). In the revised D&D® Basic Set, doors open on a result of 5-6, and the strength adjustment is added to the roll normally.

DQ: When I use the Paired Combat option (using dexterity scores to modify initiative), the monsters lose most of the time. Is this right?
DA: If this optional system is used in melee, the DM should adjust the monsters' rolls as well as the characters'. Use movement rates as a guideline; you could award a +1 bonus if the rate is 120-149 feet per turn, +2 if 150-179', and +3 if 180' or more. Several monsters might gain bonuses when flying, for example, but not when aground.

DQ: We always get into fights when it's time to divide treasure. Any suggestions?
DA: Decide on the method before leaving on the adventure. One fair method is to classify magical treasure as "permanent" (like a sword) or "temporary" (potion, wand, etc.). Divide the magic however you wish, but when dividing normal treasure, those with permanent items get no share; those with temporary magic items get ½ share; those with no magic get full shares. This must be modified if there are only 2 or 3 players, but it generally works pretty well.

DQ: When a *Detect Magic* or *Detect Evil* is cast, the creatures and items affected glow. How much glow is this?
DA: Very little, only enough to (literally) highlight the item or creature. The glow is much less than that given off by a torch or *Light* spell. Many DM's use a soft blue glow for magic, pinkish for evil; this keeps the confusion to a minimum.

DQ: Of the two-handed weapons, why should a character use a battle axe when a two-handed sword does more damage?
DA: Encumbrance; the battle axe is only 50 cn, while the sword is 150 cn. If you're using the Variable Weapon Damage, you should also be using Encumbrance.

DQ: I wanted to give my 2 players an NPC fighter for a little help, but the Retainer Reactions (page B21) kept coming up low, and no NPC accepted the characters' offers. We spent over two hours trying to find someone, with no success. What should I have done?
DA: Ignore the Retainer Reactions chart! It is provided as a guideline (as are all the "rules" in the D&D Basic Set). If you want to give the party an NPC, go ahead. Don't let the game become so dependent on die rolls that you can't do what you want.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: My Magic-User cast a *Disintegrate* at a 175' long Giant Slug and tore a piece out of the side of it. How much damage should have been done?
ADA: The slug should have disappeared if it failed the saving throw! The spell description only limits the volume of non-living matter, and otherwise applies to one creature. The slug's saving throw is, of course, that of 6th level fighter (having 12 hit dice, but treated as half that due to its lack of intelligence), and if failed, POOF!

ADQ: Can henchmen and hirelings advance in level while employed by a player character?
ADA: Yes, if they've got the money and the time. A benevolent employer should allow the NPC to take a leave of absence for training, with the condition that they return afterwards for continued employment. Exceptionally generous player characters may wish to pay for part or all of the training, with a resultant increase in loyalty

ADQ: How do you figure surprise between a ranger (surprises 50%) and an ettin (surprised only 1/6)?
ADA: Carefully. If the surprise roll (1d6) for normal creatures encountered is 1-3, a ranger surprises them. Compared to normal (1-2), that means the ranger has a +1 bonus. However, the ettin has a +1 bonus, too, from the other end (1 instead of 1-2), so the two effects cancel out; a ranger surprises an ettin at normal chances (1-2 on 1d6), while other characters only surprise the monster on a result of 1.

Similar situations with other creatures are handled in the same way, converting everything to modifications of the roll. Note that a creature may be listed as "never surprised," but nothing ever "always surprises."

ADQ: Might a druid be able to use a short or broad sword instead of a scimitar? Each has roughly the same amount of metal.

ADA: No. The source of this prohibition has nothing to do with spellcasting or amounts of metal. It relates to a belief, attributed to AD&D™ druids, that weapons with straight blades (vs. curved) are not ethically permitted. Druid daggers will also be of the curved variety (not an uncommon type).

ADQ: Will a spell effect (such as *Dispel Magic*) affect things kept inside a Bag of Holding or Portable Hole?

ADA: No. The space "inside" either of these magic items, and all things in such spaces, are actually on another plane (ethereal? astral? DM's decision), and far out of range of the effect. (Interesting adventure material —while plane traveling, you come across all this junk).

ADQ: How long does it take a druid to *Shapechange?*

ADA: According to the description of this 9th level spell, 1 segment. The druidical version is identical to the spell, except that only certain forms can be assumed; all other details (except components, as it's not a spell but an ability) are the same.

ADQ: How would a creature's magic resistance affect area-effect spells or magical walls (stone, ice, etc.)?

ADA: Against area effects (such as *Fireball*), the MR is checked at that point when the creature might be affected. If the MR destroys such a spell effect, it cancels it only around the creature's body, not protecting others nearby. If the creature approaches a magical wall, MR is checked when the creature touches the wall. If successful, the wall disappears. If not, the creature may touch it every round, causing an MR check every round until the creature gives up or the wall goes down. If the creature touches (hits) a character upon whom spell effects exist (e.g. a mage with *Detect Invisible*, *Polymorph*, *Protection from Evil*, and *Detect Magic* running), each spell effect must be checked separately to see what crumbles and what remains.

ADQ: A dwarf character in my campaign found a *Wish*, and said "I wish for the ability to progress beyond the normal dwarven limits of ability." He doesn't want to "max out" as a 9th level fighter. What should I do?

ADA: Turn the character human, permanently. For guidelines, use the current Intelligence and Wisdom scores, but re-roll if you want to give him a fighter body, or possibly apply the guidelines for creating an NPC (Dungeon Masters Guide pg. 100).

ADQ: Can a damaged Carpet of Flying be repaired by a *Mending* spell or a *Limited Wish?*

ADA: Not by a *Mending* spell, and only by a *Limited Wish* spell if the DM permits it. You might take it to the elemental plane of air and have a djinni work on it; the Dungeon Masters Guide mentions weaving techniques "generally known only in the East," but that applies more to our world than the ADVANCED DUNGEONS & DRAGONS® game campaign. This could be a reason for great adventure — work on your DM!

ADQ: We encountered a human who killed all the characters by breathing fire on them. The DM said it was a *Polymorphed* red dragon (one of its 4th level spells). Is this allowed?

ADA:Your DM can do whatever he or she wants, so it's allowed — but it's not by the rules, and it doesn't seem fair. The ADVANCED D&D® game rules would allow a *Polymorphed* dragon to move as a human, use human-sized things, and so forth, but to use its breath weapon, it would have to resume its dragon form.

ADQ: Can a low-level character (5th or less) use a relic or artifact, if found?

ADA: Yes. There are no level limits on the use of the artifacts in the DMG. However, the side effects might destroy a low-level character quickly. In addition, a high level character or NPC will probably show up soon, seeking the artifact, if word of its discovery or use gets out.

ADQ: If a Magic-User wants to use the reverse of a spell, must the reverse be in the spell book as a separate entry?

ADA: No. If the original "forward" form is in the spell book, it may be studied "reversed." If studied in normal form, however, it may not be reversed in the casting.

ADQ: Why isn't there any weather in the AD&D™ game system? My Druid never uses the powerful *Call Lightning* unless the DM feels like having a storm!

ADA: My old friend (and RPGA Member) Dave Axler asked the same question, and did something about it. Look in DRAGON™ Magazine #68.

ADQ: In the Magic-User's spell *Burning Hands*, is the range three "game inches," or 30'?

ADA: No. The fan of flames extends three feet from the caster's fingertips. Though the spell description allows no saving throw, fire resistance (or immunity) still applies.

BOOT HILL®

Wild West Adventure Game

BHQ: What should be written down on the Character Record Sheet under "% Roll," "Rating," "Modifier?"

BHA: For player characters, the number to record under "% ROLL" is the *modified* result, which is the actual percentage dice result plus the Initial Modification (if any), found on page 5. "Rating" is not vital to game play, but can be added for aesthetic flavor, and is the verbal description of the rating, such as "Fast," "Strong," "Cowardly," etc.

The "Modifier" is found to the right of each Description on page 5, under the heading "Ability Score." Thus, if a player rolled 50 for Speed, he or she would add the modification of 15 and enter 65 under % Roll; the Rating would be "Very Fast," and the Modifier would be +12.

DAWN PATROL™

WW I Aerial Combat Game

DPQ: What were the factors determining which planes were included in the DAWN PATROL™ game?

DPA: First of all, the game covers the last two years of the war, so only aircraft common in that period were considered. Second, pusher type planes were excluded because their maneuverability and performance were so markedly inferior to the other (tractor type) aircraft. Third, the types that did not commonly engage in air-to-air battles (night and giant bombers) were left out, since this is primarily a game of fighter combat. Fourth, the random aircraft charts were based on each type's having approximately 50 or more aircraft in front line service in a given month. Lastly, there are physical constraints on how many aircraft types could be listed on the specification cards and on the counters sheet. Still, there are 59 types included in the game (30 German/Austro-Hungarian and 29 Allied types).

DPQ: Can a pilot attempt to clear two jammed guns at the same time?

DPA: Yes, if they are in a twin mount. Lewis and Vickers guns in combination are not considered as twin mounts.

Gangbusters™ 1920's Role Playing Adventure Game

GBQ: How do I handle the enormous sums of money that the criminals in my game are making? They have so much that they seem able to buy anything or anyone!

GBA: It is certainly possible for criminal players to become millionaires. But even a millionaire has some headaches:

1. Living expenses soar. To maintain himself in style, any self-respecting high level criminal has to give lots of parties at his mansion. The mansion itself requires a full staff of servants, a set of full time guards, cars, etc. Entertaining adds to this tab.

2. If a criminal is making millions, there have to be dozens of other criminals who would like to be making those millions. Bring in the NPC rival gangsters. Have them hit the breweries, wreck the speakeasies, beat up the numbers runners, etc.

3. Remember that 30% of all NPC's are totally honest. If the law enforcers in your campaign can't cope with the criminals, give them some professional NPC assistance, preferably from the Prohibition Bureau and the Internal Revenue Service.

4. Be certain that your criminals are paying off heavily to the local politicians. Carefully watch their payroll — be sure that their hundreds of men are making a good enough living to stay loyal. A few should be disloyal anyway, just to make the game more interesting.

Gamma World®

Science Fantasy Game

GWQ: Why does a laser gun need so much to hit Armor Class 1 and 2 and so much less for all of the rest?

GWA: When the Attacker's Weapon Class Matrix was designed, Weapon Class 13 was designed to handle all laser type weapons. I (Jim Ward) decided that the weapon would burn a hole through skin or a shield, but when it hit metal or furs or whatever, it would melt or burn those and have a greater chance of doing damage.

GWQ: The GAMMA WORLD® game system is so deadly, my players complain that their characters get killed off almost before they have rolled them up! What can I do to help them last longer?

GWA: If your characters are constantly dying, they're probably not being very careful. The game was designed to test the intelligence and role-playing skill of everyone who tries their hand.

It is also possible that you are throwing a bit too much at them considering their beginning status. Your radiation areas should not all be 16, 17, and 18's. Your poison attacks should not all be at intensity 18. If your non-player characters are using lasers and grenades, make sure to start your players off with the same type of equipment, or at least make sure that they get it on their first few adventures. Give them subtle warnings of danger, and if they are still jumping in where Orlens fear to tread, they deserve their hard fate.

GWQ: Will a Mark V Blaster put a hole in anything?

GWA: The rules say "provided the target is killed, does not have a force shield, or is inanimate." This means that it will do damage to anything, but will put a hole only if the thing dies with the strike or the force field goes out with the strike. Things like walls and dirt merely take the damage but show no trace.

STAR FRONTIERS™

Science Fiction Role Playing Game

SFQ: Why can't I make my own races who have made contact with those listed in the rulebooks?

SFA: There is nothing given in the rules that says you cannot create new races. By all means, if you want to create something for your campaign that is not in the rules, do. Take a little time and do it right — look at the races already in the rules and create an equally balanced new race.

SFQ: Can I mount a machine gun on a vehicle like an explorer? The rules say that vehicle-mounted weapons are not covered in the rulebook.

SFA: The note about vehicle-mounted weapons actually refers to fixed and heavy weapons mounted on vehicles, such as turrets, ball-mounted machine guns and lasers, and missile launchers. If the referee allows it, the characters may mount a machine gun or similar weapon on a simple ring or post mount. The cost of the mount and the modifications to the vehicle will be 150 Cr. A hovercycle and a glijet cannot be mounted with weapons.

Mounting a weapon does not change any of the modifiers given in the Vehicle Combat section. The advantage of the mounting is that it allows characters to use the heavier weapons on the equipment list while in a moving vehicle. However, there is one major drawback the referee should always remember — anyone driving through a civilized area with a machine gun sitting on their roof is almost certainly going to be arrested!

TOP SECRET® Espionage Role Playing Game

TSQ: What is the difference between Fortune and Fame Points?

TSA: The definitions of Fortune and Fame Points are as follows:

Fortune Point - A factor of how lucky an agent is. When an agent is generated the Administrator secretly rolls a 10-sided die. The result is the number of Fortune Points the agent will have in his/her career. Fortune Points, once spent, can never be regained or replaced. The agent doesn't know how many Fortune Points he/she has. The agent only knows how many have been spent. An agent can spend one Fortune Point to reduce a fatal wound he/she has received to the point where the agent still has one Life Level point remaining. In hand-to-hand combat, an agent can spend one Fortune Point to remain one point above unconsciousness.

Fame Point - A factor of how successful an agent is. One Fame Point is received for each level the agent has obtained. Each agent knows how many Fame Points are available to him/her. An agent can spend one Fame Point to reduce a fatal wound he/she has received to the point where the agent still has one Life Level point remaining. In hand-to-hand Combat, an agent can spend one Fortune Point to remain one point above unconsciousness.

BASICALLY SPEAKING

by Jon Pickens

This month we are going to jump ahead a bit. Instead of dealing with low level adventures, I am going to discuss how to handle massive military actions — WAR.

Once a character carves out a holding in a wilderness area (or is granted a fief by a powerful local lord), he may have to defend it! Invasions by roving bands of monsters or a call to arms by the liege lord may be the basis of future adventures.

Whatever the reason, a DM can find himself with a bigger job of coordinating the action than he is prepared for! The D&D® game system is not really set up to deal with massed armies —the emphasis is always on the individual adventurer. Nevertheless, if you want massive battles, you can do it with less work than rolling out each attack!

Miniatures

The hobby of wargaming deals with massed battles. The closest miniature rules to the D&D® game system is the SWORD & SPELLS booklet by TSR. These rules are a bit complex, but if you want to actually play massed battles, they are the best rules currently available.

If you go this route, you may find "Setting up a Wargames Campaign," by Tony Bath useful. This is published by the Wargames Research Group of England. If you can't find it in local hobby stores, try the large hobby importers who advertise in DRAGON™ Magazine.

One word of warning, though. You will be facing a few problems if you try wargaming — troops are costly, you will need a fair number, and terrain must be made or bought (and stored!). Learning the rules (which are complex), and making up a set of campaign rules (which you will have to do from scratch) will be a special challenge. With these, especially, it is easy to get caught up in making complicated systems — keep it simple! Remember that the play's the thing — and you cannot have fun if you spend all of your gaming time debugging complex game systems.

Scaling down

The other trick to massed battles is scaling down the numbers and simplifying the paperwork as much as possible. For example, give all troops in one unit the same AC, weapons, and hit points. Roll hits for many men at the same time. For example, in an army where one figure equals ten men, roll once for the group — if the roll hits, they all hit — if it misses, they all miss. In a large battle, the luck should equal out.

Dicing systems

No figures are used — a die roll decides the battle. Make adjustments for positions, quality of leadership, and any other factors that apply. Other rolls can decide the casualties suffered by specific units and the fate of player characters involved. It is important to work out the basic details of the system before using it — especially the amount of the adjustments. (A development is to require several die rolls to decide a battle, allowing use of reinforcements and tactical decisions to affect the result.)

Role playing

The battle serves as a backdrop for an adventure. The focus of the action is the activities of the player characters - the course of the battle will parallel their success or failure. For example, take the case of a level 9 character besieged in his castle by an orcish army.

Scenario #1: The orcs lay siege in overwhelming numbers. A selected band of adventurers must slip through their lines and get help within a time limit or the castle falls.

Scenario #2: The characters wake up one night. The orcs are over the wall! The characters fortify themselves in a sturdy building. If they survive a number of assaults, the castle stands and they are rescued.

Scenario #3: The orcs have high-powered help. The characters have to launch a commando raid and take out their opposite numbers before a crushing assault can be organized.

Scenario #4: The characters are the local champions. A deal is struck: trial by combat. If the characters win, the orcs are demoralized and leave. If they lose, the orcs take over.

The principle can also be applied to field battles — characters must take (or hold) a vital bridge or pass, deliver a critical order, blunt a crucial attack, and so on. This is the easiest way to handle massed battles. Ciao.

Knight Hawks: A New Dimension

by Doug Niles

The courageous force had been trimmed to a few valiant characters: Humans, Dralasites, Vrusks, Yazirians, members of all of the four races. These warriors somehow kept their battered ships operational, flying two, three, or even more missions every day.

Against them was poised the might of a Sathar Attack Fleet. The nimble scout ships attacked the sinister battle cruisers and destroyers of the worm-like aliens, inflicting heavy losses and buying precious time for the helpless civilians on Fortress Kdikit. Although the great space station itself had absorbed countless onslaughts, morale was still high.

But how much longer could they hold out?

* * * * *

The release of STAR FRONTIERS Science Fiction Role Playing game introduced players to a clean, exciting game that allowed characters to adventure in a futuristic society known as the "Frontier." Although the game has met with considerable success, a recurring question has come up: "Where are the spaceship rules?"

TSR could have included an abbreviated set of spaceship rules in the STAR FRONTIERS game package, but it was felt that such scanty treatment would raise more questions than it would answer. For this reason, the spaceship and space station rules have been prepared as the first supplement to STAR FRONTIERS Game: Knight Hawks, due for release in the summer of 1983.

Knight Hawks is a value-packed set that includes a boardgame of ship-to-ship space combat, playable with no knowledge of the STAR FRONTIERS game system. The spaceship set will be most useful, however, as a supplement allowing characters to expand their STAR FRONTIERS campaigns into the vast reaches of space.

Your $12 investment in Knight Hawks will net you:

- A 16 page boardgame rulebook, containing a basic and advanced boardgame, each with several scenarios.
- A 64 page book of rules for ship design, construction, and use, including many suggestions for the referee.
- A 16 page adventure module, designed to aid the referee in working spaceships into his campaign.
- A 22" x 35" full color mapsheet. A grid is printed on one side for ship combat, and on the other a space station and ship deck plans for role playing encounters.
- Color counters representing the scores of ship types used for the boardgame, as well as markers to aid in playing the game.
- 2 10-sided dice

Foremost in this exciting package is the boardgame of spaceship combat. A fast and clean system is explained in the basic rules, allowing players to begin a game within a few minutes of opening the box. Advanced rules allow more detailed battles to be fought, adding types of ship damage and repair as well as new weapons and defenses.

The design emphasis on the boardgame was to allow players to make decisions that will effect the outcome of the battle, rather than simply participate in a dice-rolling exercise. Several scenarios, set during a war between the Sathar and the peoples of the Frontier, are included for each game.

Knight Hawks will be enjoyed most fully, however, as an addition to the STAR FRONTIERS Role Playing game system. New character skills relating to spaceships will allow PC's to design, pilot, navigate, repair, and fight with a wide variety of sleek star vessels.

This is not just a wargame, however. A detailed system on the economics of the Frontier is included, plus descriptions of items necessary for a character to begin a passenger or freight hauling line, a mining operation, or even an agricultural station in orbit around some remote outpost planet.

Spaceships are a focal point of Frontier society, and Knight Hawks includes information on how ships are used and how the cultures of the game worlds have developed around their ships. Many types of optional spaceship equipment are listed, so players may exercise much freedom in designing their ships.

An extensive referee's section provides background for many conflicts — economic, political, legal, military, and others — which can be used to spice up the lives of the PC's. More light is shed on the history of the Frontier and the depredations of the Sathar.

Space stations are not neglected. These vast structures, wheeling majestically above the Frontier worlds, contain all of the necessities of life for the four races. In fact, there is never any need for a true "spacer" to set foot on a planet. Maps of some space station deck areas are included to aid in resolving the many encounters that are likely to take place on stations.

A set of rules for playing out a massive Sathar assault on the Frontier is also included in the game. Ideally, this conflict (The Second Sathar War, or SWII) can be worked into a campaign so that players will have the opportunity to use their characters meaningfully, yet still feel that they are participating in a conflict with galaxy-wide implications.

The *Warriors of White Light* module included with the Knight Hawks game introduces the referee to role playing situations using spaceships. PC's are given the chance to join the space militia of the planet Clarion (Gollywog). They will be placed under the command of experienced officers at first, but will be allowed to use spaceship skills and demonstrate their abilities in a number of scenarios, pitting them against a variety of antagonists.

Whether the theme will be military, economic, exploration, crime, law enforcement, or anything else, the referee will have the rules he needs to set up a believable Science Fiction society.

PART III

MAPPING FROM SQUARE ONE

by Frank Mentzer

Rooms may have any shape. The easiest to map are squares and rectangles; the hardest are complex, irregular shapes. Beginning Dungeon Masters should use easy shapes until the players are ready for more difficult material.

Several basic terms can be used:

Square: four sides, all equal in length and intersecting at right angles.
Diamond: as a square, but not at right angles.
Rectangle (rectangular): four sides, with opposite sides of equal length. A square is a special rectangle with all sides equal.
Circle (circular) or Round (rounded): only one side, a continuous surface with no corners (except for exits). A center point may be found from which all wall surfaces are an equal distance. "Radius" is this distance, and should be given, or instead, a "Diameter" (the distance from one side of the room to the other, or twice the Radius).
Oval (ovoid): an elongated circle, as if its sides were pushed in, forcing the ends outward from the center. Always described with two dimensions: distance between the ends farthest apart, and distance between the sides closest together.

These basic shapes form most of the rooms encountered in dungeons. They may be combined in different ways for more variety. For example, a "5′ square niche in the middle of the west wall" would be a 5′ x 5′ area connected to the main room at the place indicated, added onto the room area (and, of course, without any door).

When describing corridors intersecting rooms, the DM may describe the position of the corridors with respect to the room or its walls. For example, "corridor opens into the middle of the east wall of a 30′ square empty room, with other corridors leading from the middle of the north and south walls." [fig. 40]

The description of a dungeon's rooms and corridors is very important to players. Accurate descriptions lead to better visualization, as the players can accurately imagine what their characters are doing, and where they are.

However, with faulty descriptions, a character may find himself unexpectedly in a corner or ambushed from behind, all because of a misunderstanding of the situation. It is unfair to penalize characters in dangerous situations when they would be able to "see" what's really going on, but their players cannot because of incorrect information.

Though the details of this system are numerous, they are easily grasped with a bit of practice. If you understand the system, try the following "final exam," a description of a complex dungeon area (temporarily free of monsters).

Standard corridor is 10′ x 10′, made of stone. Standard room height is 15′. Standard Door is 5′ wide, 10′ tall, wooden with metal bands for structural strength. Standard Door has a metal handle 1′ long, keyhole beneath it, and metal hinges, sheathed.

Characters' starting point is outside, by a corridor leading north into a hillside.

Corridor proceeds 70′ north and opens into a large irregular room. Wall goes 10′ west, then 5′ gap, then another 5′ of wall, then a 10′ gap to a north-south wall.

That wall goes north 10′, 10′ gap, then immediately goes 1 diagonal northeast; then 10′ east, 10′ north, then gaps 10′, a corridor heading west. North wall goes 20′ east from that corridor, 10′ towards you, then diagonals northeast.

That's one wall of a diagonal corridor, one diagonal wide, both walls even. From that corridor, wall goes 10′ east and turns south, going 30′; there's a normal door 5′ south of that corner.

To your immediate right, wall goes 10′, then there's a 10′ gap to where you left off.

Got that? Good. You step into the room and look around. You see that the gap on the west wall is a corridor that goes 10′, then widens to 20′ over 30′, goes another 10′ and tees with a 20′. The 5′ gap to the south is a corridor 10′ long that dead ends. But the gap west of that is a 10′ wide corridor, which goes 10′, then sideroad west 10′, then sideroad east 10′, after which the corridor continues 10′ and then turns west.

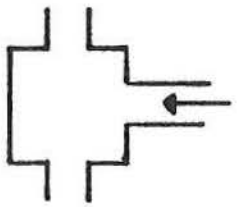
Going to the north end of the room, you see that the west corridor goes 20′ and tees. The northeast corridor goes 3½ diagonals and tees with another, ½ diagonal wide.

That gap originally to your right is a corridor that goes 5′ south, then a door on the east wall. As you head further south, you see that the corridor goes 35′ past the door and then turns east.

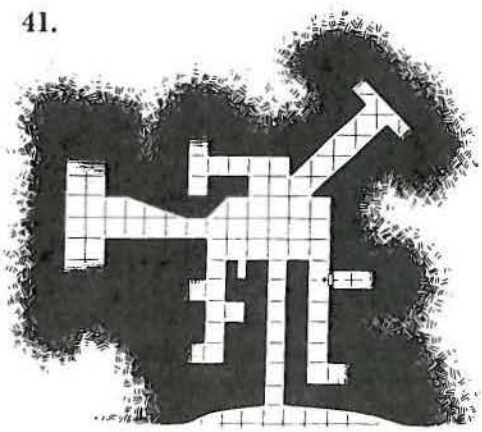
You should have a map that looks like fig. 41. If not, you took a wrong turn somewhere.

That's it for Mapping from Square One. *I hope our three-part series has helped sharpen your mapping skills. (Ed.)*

40.



41.



NOTES FOR THE

DUNGEON MASTER

Setting the Milieu

by E. Gary Gygax

Whether you are a maker of many worlds or a beginner at the craft, the problem of the correct milieu for your DUNGEONS & DRAGONS®or ADVANCED D&D® campaign has undoubtedly plagued you. The details of the campaign milieu are so extensive as to make an exhaustive treatment of them impossible here, for a complete book the size of Dungeon Masters Guide would be needed to do the subject justice. A brief survey is both use ful and interesting, however, as it allows the neophyte to benefit from the basics while the master can contrast and compare.

Rather than working haphazardly from a dungeon to a world in ever-widening concentric circles (and I have done this in the early days), the DM should broadly outline his or her universe, sketch out the world upon which initial action will occur, generally detail a continent, develop a section of that continent (perhaps four or five states), prepare a full history of the central area in which the adventurers will find themselves, and then begin recording the minutiae of the campaign. Highly detailed work must be done for the major urban and rural settings of the heart of action.

The concentric circles of detail should become more and more intense as the center is approached. The center is, of course, the community or communities which will be used as initial bases, and the dungeons and similar settings where adventures in quest of treasure and monster slaying will occur.

This method is what I think of as the "bullseye" development. It permits interesting and well-organized play in the central area. When participants begin to turn their attention outward, and this is sure to happen, the bullseye can easily be enlarged to encompass the next ring.

Obviously, the amount of material necessary to vividly construct the adjacent circle is far greater than was necessary to begin the campaign. However, if the broad details of the milieu were carefully set forth, the amount of effort will not be proportionate to the actual area considered. The "laws" — geography, climate, culture, social organization, politics, and theological structure — will have been established. Addition of some detail will suffice for general adventuring, and if players wish to have their characters explore certain areas, you can easily handle this on a section-by-section basis using imagination and random terrain in whatever measures you find most palatable. Communities, strongholds, and special adventure areas — dungeons, ruins, etc. — are the most troublesome.

The Greyhawk game campaign setting was designed with only broad details in order to facilitate the bullseye method of milieu design and development. It does not provide much for detailing relatively small areas of the campaign. In this regard, collections of ready-made fortresses, castles, villages, and cities are most useful. (I am still trying to get TSR to produce some superior material in this regard.)

Likewise, certain modules are most beneficial when the campaign expands. The center area which you, the DM, devised, developed, and personified expands to less familiar territory. What better way to emphasize the "strangeness" of the new areas than the creative efforts of others, for they are bound to have different ideas and modes of expression. By use of such methods, and plenty of extra work as the spirit moves you, your entire milieu will gradually take shape, but the shaping will be controlled and under your guidance.

Because dealing with specifics and details is not possible, let's move instead to the major decision areas you will have to consider in the overall development of your campaign milieu.

There are several key areas which, if carefully thought out beforehand, will enable the DM to have both an exciting

campaign and one which will be as directed rather than as the players decide, knowingly or unknowingly, through the course of character adventuring.

In general, there are two possible routes to follow. The first is that of the TSR material which is very extensive but incomplete, and unlikely ever to be complete. The other is to devise your own more limited, but complete, system.

What sort of multiverse is the campaign to be set in? That given in the AD&D™ game system is infinite. This means an endless number of possibilities, but it requires an unending amount of effort as well. If the multiverse is assumed to be that of the AD&D game, and the Greyhawk setting is used, then the general setting is already completed.

On the other hand, suppose an island multiverse is decided upon. In this place there are a limited number of planes and only a couple of alternate world possibilities. With limited influences on the bullseye area, there is certainly less to consider in developing the initial setting for play.

Either way, there will be many hours of preparation needed before moving to the central focus. The main factors are:

- Topography
- Climate
- Cultural History
- Demographics (especially humanoids and demi-humans)
- Social Organization
- Political Divisions
- Ecology
- Economics

The humans are organized into clans (there are nine in all), with the clan leaders being the greatest nobles. All lesser nobles hold their status from the clan leaders. The clan leaders are the electors of the king, and serve also as the royal council. However, the king need not be chosen from their number, for any free man is eligible to elevate to the throne. In fact, the crown is usually bestowed upon a chief, a knight, or some especially daring hero.

ics, drawing ever-smaller rings to center in on the bullseye area. No major inconsistencies will occur when this method is used. Information will be drawn from known data and developed as needed. The whole will be homogeneous and consistent. Best of all, the work will be quite easy, as the "bites" will be taken as necessary and in logical order.

Because the area is limited in scope and the background broadly sketched out, the initiation of action in the campaign will be easy to commence. All player characters will come from

With these areas covered in outline form, specific information can be detailed as needed. Such specifics will, of course, be necessary for the bullseye area.

For the sake of example, let us assume that the campaign is to be centered around a small principality set in a mountain valley. The weather is temperate in the valley, but the peaks which ring the place are high and cold. This makes invasion difficult — and travel to the world beyond unlikely on a general scale.

The hardy mountain folk who dwell in this petty kingdom migrated to the site hundreds of years ago. Since then their culture has been altered and augmented by interaction with the mountain dwarves and gnomes who also dwell in the area. The relations between demi-humans and humans have not always been smooth, but the overriding factor of large and numerous groups of marauding humanoids and giants in the region have always given common cause to the three races, and enabled them to associate and cooperate.

The kingdom supports its populace by agriculture, animal husbandry, and trade. Certain clans fish, others hunt, and some trap. These undertakings, along with various crafts, give the humans goods with which to trade with the demi-humans who mine precious metals and gems, along with more prosaic stuff such as tin and iron from the mountains. Neither humans nor demi-humans are fabulously wealthy, but poverty is virtually unknown save in the great central city where the malcontents and masterless men gather.

From this general survey, more detailed material is easily developed. The major town will be on whatever trade routes exists, and also near to a major route from the sheltered valley to the outside world. In order to encourage adventuring in dungeon settings, some not-too-distant region must have one or more ruins. There are also many humanoid and giant strongholds in which to adventure.

The point is, the campaign is developed from broad specifics to highly detailed generalities to detailed specif-

the bullseye area, and so they will have the same informational background, if different views of it. In the example, no elves, halflings, or half-orcs could be considered as possible races for player characters. Similarly, no druid characters would be possible, and monk characters would also be excluded from initial play.

These limitations would make DM work far easier, and the eventual expansion of the campaign to include such races and professions would give fresh enjoyment. Naturally, the states and regions which surround the bullseye area will have differing history and many new possibilities. The variables will suddenly increase greatly, and a whole new series of vistas will open to the participants. The player characters knowledgeable in their own "world" will suddenly find a whole new "universe" to explore.

Perhaps some of my fellow RPGA™ Network Members will have their own information to impart on this subject. I am sure that the Powers That Be in our organization will be pleased to hear from you if you care to share it with us!

ROLES

by Merle Rasmussen

"The Administrator" outlines and describes various types of TOP SECRET game roles to incorporate into your TOP SECRET espionage game.

Underlying an agent's Bureau, Level, Political, and Economic alignment may be the agent's true purpose, the reasons for his or her actions. Every agent needn't be the type who loyally collects and transmits intelligence to his or her superiors. Role playing can be accentuated by giving the character an inner life or a secret past. Reasons for particular actions are widely varied but seem to follow particular styles of play.

The Enemy Agent

An agent who is loyal to the opposition while pretending loyalty to those that employ him/her is an enemy agent. For example, agent Z is working for the KGB but is employed by the CIA. The A1 can be aware of the enemy agent's purposes and can use the enemy agent against the other player characters. The enemy agent can know the layouts of enemy headquarters to be invaded by the team and purposely misdirect them. The enemy agent can attempt to sabotage team equipment or secretly assassinate team members. The enemy agent looks for any action which would weaken the team, protect his or her agency, and that doesn't jeopardize his/her cover. Discovered enemy agents are generally given the choice of becoming double agents or being prosecuted. Agent provocateurs are enemy agents.

The Double Agent

An agent who is loyal to those who currently employ him/her while pretending loyalty to the opposition is a double agent. For example, enemy agent Z worked for the KGB, is loyal to the CIA, and pretends loyalty to the KGB. The double agent works against his/her first employer while appearing to work for them. He/she passes on misinformation to his/her first employer. A double agent tries to relay information about his/her first employer to his/her current employer. A double agent discovered by his/her first employer will be given the choice of becoming a triple agent or being prosecuted.

The Triple Agent

An agent who is loyal to the opposition while pretending loyalty to those that currently employ him/her while pretending loyalty to the opposition is a triple agent. For example, agent Z, a double agent is loyal to the KGB. Agent Z pretends loyalty to the CIA, who employs him/her.

The triple agent is in a precarious position. If the agent's employer discovers the true situation, it is likely that the agent will be prosecuted.

The Deep Penetration Agent

An enemy agent who has worked for a long time to produce a believable cover is a deep penetration agent. The agent is supposed to advance to a position of authority so that he/she will be trusted with confidential information of value to the agency he/she is loyal to. The deep penetration agent can be within any government agency or private industry. Many such agents are respected members of their community in order to further support their cover.

The Mole

A deep penetration agent within another intelligence agency is a mole.

The Blunt Instrument

In an age of economic cutbacks and world recessions, certain espionage activities may be curtailed or abolished by bureaucratic politicians. Disgruntled field operators and administrators may retain certain agents as troubleshooters or blunt instruments in an unrestrained capacity. For example, agents previously issued a license to kill in the line of duty may have "officially" lost such license. However, in the eyes of their immediate superiors the license has been retained.

The Expendable Agent

This isn't the type of agent one would choose to play, hence it is not a voluntary role. The expendable agent is sacrificed by his/her agency for various reasons. Sometimes the agent's cover has been blown and the agency doesn't want to be associated with him/her. Other times the agent is discarded if the agency thinks he/she is working for the opposition. The agent may have been framed. Rarely, the non-essential agent is merely a decoy set up by his/her own agency to distract the opposition or to cause a diversion while action is taking place elsewhere. The expendable agent is usually on the run from either the enemy or his/her own agency. Expendable agents who survive usually become independents and resent their original agency.

The Independent

A self-employed professional agent who works for the highest bidder is an independent. Extremely mercenary, the independent usually works for money only, prefers verbal contracts, and doesn't like being sold out. At one time, an agent that quit a service was considered a defector. Today, "going private" and becoming a corporate "spook" is an option for agents who resign or are "let go" by their agency. Espionage is not as financially secure as it once was. Private individuals and corporations find it increasingly necessary to hire persons with espionage and counter-espionage-related job skills.

WHITE RABBITS

Missing and Presumed Gaming

The following members have not filed a Change of Address with RPGA™ HQ. If you know the whereabouts of any of these persons, please ask them to inform us of their new address immediately.

Tocci, Timothy	Selden, NY
Brown, Roger	Cincinnati, OH
Dandlinger, H.	Spring Lake Pk., MN
Ware, Tad	Excelsior, MN
Gilchrist, Kenny E.	Falmouth, MA
Johnson, William R.	Felt, OK
Baxter, Gary	Rainier, OR
Graham, Doug	Durango, CO
Farnum, Keir	Danbury, CT
Flower, Bill	Mt. Sterling, KY
Lowery, Richard	Las Vegas, NV
Hall, Robert A.	Auburn, AL
Havranek, Michael	Davenport, IA
Preussen, Bill	Phoenix, AZ
Stewart, Dan	Euclid, OH
Coleman, Adam	Platteville, WI
Giles, Donald	Salem, VA
Cruz, Kalfred	Merced, CA
Sheridan, Ross	Olympia, WI
Tomlinson, John	Birmingham, MI
Clements, Mark A.	FPO, CA
Dutton, Craig	FPO, CA
Jamison, Paul	Marquette, MI
Barnett, Dorsol I.	Parris Island, SC
Tomaszewski, Randy	Chicago, IL
Negrette, David R.	Santa Ana, CA
Metzger, Ferdinand J.	FPO, NY
Walker, Bill	Governors Is., NY
McCullough, Lane	Pasadena, CA
Wilson, Franklin	Chicago, IL
Wilson, Carol	Chicago, IL
Thorn, Chris	Ontario, Canada

Rune Scry answers

Bold hero come and dance with me
The swift sweet dance of war.
Tread the measures of the steps
That elves have danced before.

Alliance of the Griffin Shield

The following are *official* RPGA™ Network Clubs.

College forming

Errol Farstad
4405 NE 38th
Portland, OR 97211

New Fellowships

Mood Mountain Adventurers Guild
c/o M. Kersell
59 Short St.
Waterloo, Ontario
Canada N2L-1X9

The Dragonriders
c/o R. L. Solo
5710 A Dutch Mill Ct.
Hanover Pk. IL 60103

Dragonslayers
c/o J. Leiter
6 Woodhaven Dr.
New City, NY 10956

New Guilds

The Alliance of the Griffin
c/o Gene Elsner
1619 20th Ave.
Rock Island, IL 61201

ROLES, con't

The Stringer

A part-time independent agent who voluntarily hires himself or herself out for set rewards is a stringer. A stringer is seldom used for anything more important than serving as a decoy or a cut-out to confuse the opposition.

The Sleeper

The sleeper is a potential agent ready for immediate use but currently inactive. Recently recruited agents in place and retired agents are considered on reserve. Retired agents restored to active duty may be resentful of their new status. Recent recruits are often eager to serve to the best of their abilities.

The Security Risk

A security risk is an agent who knows too much, and can't be allowed to resign or retire lest he/she tell agency secrets to the competition. Also, he may someday choose to talk and provide information about the competition to his/her agency, thus he can't be eliminated. The agent has the dubious honor of being too dangerous to let go and too valuable to eliminate. The security risk is watched closely by members of his/her own agency. The competition would like to capture the informative agent, but realize their operations could also be jeopardized by such a knowledgeable individual.

The False Flag Recruit

An agent who believes he/she is working for one agency or country when he/she is actually working for another is a false flag recruit. A false flag recruit who finds out he/she has been tricked is usually resentful, and may want revenge. The false flag recruit is an involuntary enemy agent.

Tournament Scoring System
Part III
Tournament Structuring

by Kim Eastland

In POLYHEDRON™ Newszine Issues #10 and #11, we discussed the methods for determining the winners within a tournament and the way in which the RPGA™ Network will award points for these winners. We also defined the three different types of tournaments or events that RPGA HQ recognizes. In this article, the last on tournament definitions and how to utilize them, we will look at the various structures of tournaments and determine which one may be right for you. By structures we mean the number of players on a team, how many teams in a round, how many rounds to a tournament, how teams are selected, etc.

Before you begin to think about the parameters of your tournament, consider the practicalities: how much room do you have, how many judges are available, how many players are you expecting or limiting your tournament capacity to, etc. You can begin to form a tournament once you have these concrete definitions in hand. For instance, a tournament without much room and with few judges is going to necessitate larger teams and fewer rounds. On the other hand, a college-sponsored event with plenty of rooms and judges can handle six-man teams and three rounds because it won't monopolize the rest of the convention. Let's look at your options.

Facilities

The best location for a tournament is a school that is easily accessible. Classrooms provide the quiet, isolated atmosphere in which teams and judges function at optimum efficiency. However, convention directors don't always have this option. There is no rule that says a tournament held in a cafeteria-style setting can't be fun. This setting creates an entirely different atmosphere — more like a Mardi Gras — but with a little supervision (to keep the noise level below deafening decibles), it's just as enjoyable for the participants.

Judges

Check with local schools, libraries, and hobby shops for volunteers; post notices and "want ads" well in advance. Meet with prospective judges to establish their competence and your confidence in them. Once you find reliable judges, keep in contact with them so they will feel a part of the tournament long before the actual event.

Tournament

Information on how to write your own tournaments will be published in future issues of POLYHEDRON Newszine. For those of you who have asked RPGA HQ to send you free tournaments, it isn't always possible. Tournaments and modules take a long time to create, and up until now, TSR has usually developed their tournament material into modules. However, we're working on being able to provide our RPGA Clubs with one in the future. We'll keep you posted.

In any case, you should provide a different scenario for each round, but the scenarios should all be interconnected to tell a complete story. Plan on having your rounds 3-4 hours long including the time the teams take to get acquainted with their characters. It's best if the judges are familiar with the scenarios in advance, but you may wish to temper this with caution if you're concerned about information leaks to players. Proceed on this point in the way that suits you best.

Rounds

A tournament is constructed of numerous rounds. A round is the aforementioned 3-4 hour segment in which a specific scenario is presented to each party separately by their own judge. The party is usually told at the outset what their "mission" or goals are, and then left to their own devices. The players are usually given balanced character sheets filled out in advance. The number of rounds depends on how many teams you want to run, how many days you have for the event, etc.

Each tournament has its own personality. For example, the AD&D® Open Tournament has over 1,000 participants with many different first round scenarios (each scenario has to be different from the period before so players don't give hints to friends playing in later rounds). The winning teams advance into multiple second round scenarios. The final third round consists of the winning teams from the second round. The best player on the winning team of the third round is awarded the title of Master Adventurer of the entire tournament. The structure resembles an upside-down pyramid. The Open usually has teams of ten because of the huge amount of players involved.

On the other hand, some of the smaller RPGA Network tournaments have 4-8 member teams by necessity of the system (TOP SECRET® game scenarios are usually designed for fewer players, as are some other games), or availability of space and personnel. There are often only two different first rounds and then a final round in these tournaments.

Team Selection

There are two basic philosophies for forming teams: players' choice and scrambled. Players' choice is just that — their choice! You announce that the players have so many minutes to form their own teams, then take them as they're created. The "fault" that is constantly assigned this system stems from the belief that a group of people who are already familiar with acting as a team have an advantage over a team that has just met. I don't agree with this. From past experience I find that the benefits of a "vet" team are outweighed by their rigidity and lack of fresh input. In past events I've been completely baffled by a concept that was most familiar to a teammate.

If this type of selection bothers you, then you may opt for the scrambled method. You simply take names at random and create teams. Perhaps this

has the added benefit of forcibly making people "role play" by not allowing any prior interaction with familiar members, but it may also force you to play with people you may not want to due to age, past experiences, etc.

There is a third way to organize an event which is particularly effective for smaller tournaments. Have the players pick their initial teams, then scramble them in succeeding rounds. Players may slip into the mood of the tournament with chosen comrades, then play the later rounds with new players running now familiar characters. For many players, it is the best of both worlds.

Advancement

It is easier to decide how teams progress once you establish a method to form them. If you advance a scrambled team as a team, it defeats the purpose of having used that system to begin with. Scrambling from beginning to end is a good system for smaller tournaments (matter of fact,that's how RPGA HQ ran all of its tournaments last year), but I'd advise against it for larger ones because the scoring process for each player instead of each team can be time prohibitive. Remember that each time you use scrambling as a choice of progression you should have a judge complete a score sheet for each player in each round.

The more common advancement method is team progression; the entire team rises or falls as a whole. Again, the opponents of this method claim that a single "bad apple" can ruin the whole "bunch" for the entire competition. Of course, this can also be said for the scrambled team. The team effort in the entire team advancement method must also be remembered. One of the reasons people play RPG's is the "team spirit" — this is most noticeable when they all advance together.

Finally, of course, is the previously mentioned mix of chosen teams, then scrambled advancement. If the players don't take winning too seriously, this is actually the most enjoyable method because new dimensions are constantly being added to the characters around you.

Note

Always tabulate the scores for each round and announce those advancing or winning as soon as possible. It is not fair to keep players hanging on in expectation.

Awards

If any items, gift certificates, or trophies are to be awarded, you should make sure that:

1) They're announced in advance. This will draw more players and add a larger goal to the competition.

2) They're available for presentation at the convention. Waiting for a prize takes some of the fun away from winning.

3) They're presented at a ceremonies or specific awards presentation. This should also be announced in advance. The AD&D® Open Tournament has a tradional awards ceremony on Sunday where the winners and runners-up are announced. It's really fun and usually packed with both players and observers. For many, the recognition of excellence in the presence of their peers is reward enough.

4) All contributors to the awards i.e. hobby stores, game companies, etc., should be fully recognized at the presentation of the awards. Publicity is actually what the contributors are paying for, and they'll continue to support you only if you recognize their efforts.

The last point is most important. You might be surprised at the number of members (and non-members) who write or call asking us for prizes, gift certificates, and the like. Most of the time we don't even know if there IS a convention being held. I've attended past conventions where my company had contributed heavily to the awards and received ne'ry a peep of recognition. The people directing these conventions behaved as though they had purchased the prizes. Needless to say, we became a bit hesitant about "give-aways" after that.

Even now, RPGA™ HQ doesn't support a large amount of conventions, and the ones we do are usually established conventions which have run for a number of years. One of the reasons we started the RPGA Clubs was so that we know if people running a particular convention were "one of us" or just someone fishin' for freebies.

Retail stores are the same. They have to protect themselves against getting ripped off, which causes them to be a bit leery about contributions. Retail stores are much more willing to invest in the future of your group if they are mentioned at the convention, recognized for their contributions, or mentioned in a newspaper story on the tournament. The best feedback for any store or company (or gamers' association, for that matter) is direct response through letters and phone calls thanking them for their help. Thus, if you are ever in a situation where someone offers prizes for a competition that you play in or are even interested in, contact them **even if you don't win!** At least they're giving you a chance to win, and by doing so, supporting your hobby.

That's it for the tournament structure. Admittedly it's a skeleton and there are many, many topics that could still be covered concerning RPG events. However, most of those are personal preferences which you can easily solve once you have decided on the basics covered in our series of articles on tournaments. You now have suggestions on how to set up an event, how to score it, how to advance players, and what we offer by way of **recognized** RPGA Network events and tournament scores. We hope this inspires you or your gaming group to plan your own mini-convention and tournament. If you're running your own *unofficial* tournament, convention, etc., feel free to adapt any of our suggestions, forms, etc. for your own needs. Part of the fun of gaming is sharing your ideas and experiences with others —this is one of the best and most enjoyable ways you can go about that.

Next in POLYHEDRON™ NEWSZINE #13

- **Spells resembling psionic powers,** a sneak preview to an article appearing in DRAGON™ Magazine issue #77, by Kim Mohan.
- **Role playing your Deities,** by Roger Moore.
- **Environmental effects on GAMMA WORLD® game characters,** by James M. Ward.
- **New abilities to add to your BOOT HILL® game characters,** by Steve Winter.
- **A DAWN PATROL™ reference chart,** for landings, takeoffs and ground attack and ground fire, by Mike Carr.
- **The Hive Master's Revenge,** a Crimefighters scenario suitable for the GANGBUSTERS™ game, by Harold Johnson.

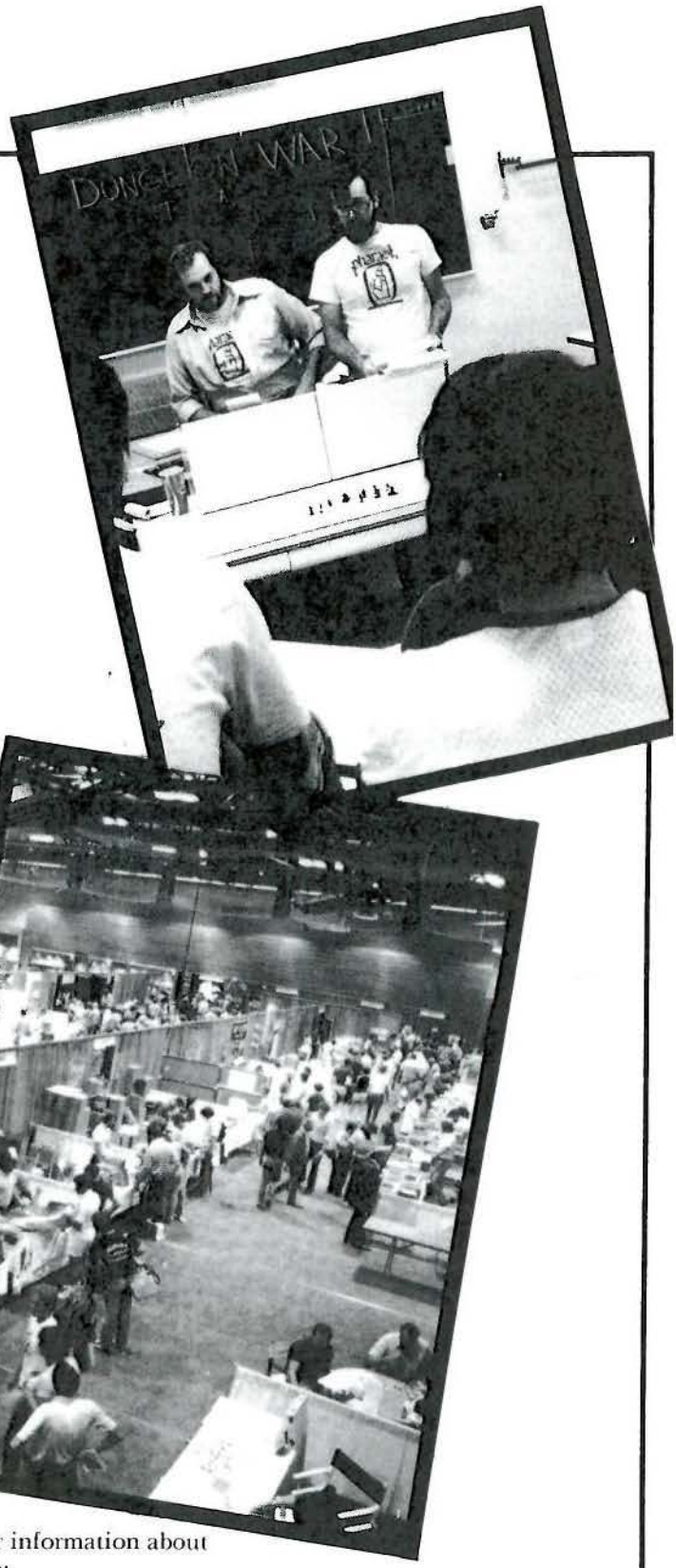
GEN CON® GAME FAIR UPDATE

The GEN CON XVI Game Fair will make its sixth consecutive visit to the University of Wisconsin — Parkside Campus on August 18 - 21, 1983. The GEN CON Staff has announced plans for a general expansion this year. The convention will include all of the basic fare — miniatures, role playing, and boardgaming; the expansion will add more non-gaming activities and entertainment, a bigger Art Show and a daily Flea Market.

A great part of the expansion plan has included revised planning of the logistics of the convention, most notibly, a revised and expanded pre-registration system. Even as you read this, the staff is in the process of switching to a new system for information storage, acccounting, and pre-registration. In the new system, a permanent account number, *Express Number*, will be assigned to all customers. This number will instantly connect any GEN CON office record with the particular customer. The Express Number will enable the GEN CON Staff to quickly and accurately process correspondence of any type. The new system will help to expedite all correspondence and bookkeeping, including pre-registration, and should be fully operational soon.

If you pre-registered for any of last year's GEN CON Game Conventions, or have corresponded with or requested information from the GEN CON Staff before March 1st, 1983, you have already been assigned an Express Number and should receive a card bearing your number soon.

The pre-registration brochure for the GEN CON XVI Game Convention is in the June Issue of DRAGON™ Magazine.



XVI

Send questions or requests for information about GEN CON XVI Game Fair to:

GEN CON XVI Information
POB 756
Lake Geneva, WI 53147

MINIATURE OPEN

RULES

by Kim Eastland

This year, the GEN CON® XVI Game Fest will host the third annual Miniature Open. This event, the largest of its kind at a game convention, offers the novice, practiced, or experienced miniaturist a chance to enter almost any type of painted figure or figures. Awards, trophies, and gift certificates will be awarded by various companies to the winners of each category. Please read the following rules that govern the Miniature Open.

A) Any miniature made by any miniature manufacturer may be used. The competition is completely open to the type of paints, brushes, etc. that you use.
B) All entries *must* be brought to the convention. There are *no* mailing facilities for entries this year.
C) All entries, with the exception of Historical Gaming Units, must be mounted on a stand, plaque, etc. This is required to prevent damage and theft.
D) All entries must be accompanied by a completed entry card. The person entering the piece must sign his/her name and convention I.D. number on the back of the card. No one else may claim the entry. Cards will be available at the Miniature Open registration table.
E) All entries must be in by 1:00 p.m. on the Saturday of the convention.
F) The signed representative *must* be in attendance at the awarding of the prizes to win. This will be right outside of the Miniature Open room at 4:00 p.m. on the Saturday of the convention.
G) All entries must be reclaimed by no later than 1:00 p.m. on the Sunday of the convention or they will be discarded. The signed representative is the only one who may claim the entry. This *must* be done by notifying the security attendant first. Do not just take the entry!
H) The decision of the judges is final. Points will be awarded for adherence to the category description, painting ability, creativity in presentation or modification, etc..

CATEGORIES

Historical Units
Scale: Any under 40 mm.
Definition: Any recognizable military unit from any historical period.
Note: This is the *only* category that does not have to be mounted.

Monster
Scale: Any
Definition: Any single monster or *diorama of monsters. A diorama will be judged as a whole, not on any select figure.
Note: Monster is defined as any fantasy or science fiction creature not basically humanoid. Therefore dwarves, elves, etc. are *not* considered monsters.

*Diorama, Fantasy
Scale: Any under 40 mm.
Definition: Any fantasy setting. Monsters are allowed if the diorama is not exclusively monsters.

*Diorama, General
Scale: Any
Definition: Any non-fantasy setting, including historical, modern, science fiction, etc.

**Note: Diorama is defined as a scenario of any size in which the miniatures are placed right in the piece, usually by removing the base or working it into the ground surface. It is* not *a group of gaming pieces placed on a surface for the limited purpose of competition.*

Personality
Scale: Any under 40 mm.
Definition: Any non-monster figure of any type. Although extra points may be gained for an original type of setting, it is not necessary.
Note: All figures must be mounted singularly.

Junior
There will be first, second, and third place Junior awards in the competition. It must be specified by the entrant during registration that he/she is 15 years old or younger and wishes to compete only in the Junior class. Entries may be in any of the above classes.

Best of Show
This trophy is awarded to a single entry in recognition of all around excellence. The winner will be selected from any of the above classes.

Masters
Scale: Any
Definition: Any genre desired
Note: This category may only be entered by those who have been *officially* recognized as Masters in past GEN CON® Miniature Open Competitions.

GM'S NEEDED

Are you a good Game Master? Really Good? Then RPGA™ HQ wants to hear from you. We've expanded our tournament system and will be needing sharp and experienced GM's for all of TSR's Role Playing Games.

Name _____

Address _____

City _____ State _____ Zip

Telephone Number ( ) _____ Age _____

I GM (please circle):

D&D® Game	GAMMA WORLD® Game
AD&D™ Game	GANGBUSTERS™ Game
BOOT HILL® Game	STAR FRONTIERS™ Game
DAWN PATROL™ Game	TOP SECRET® Game

How long have you been role playing? _____

Do you run a campaign? Yes ____ No ____ If yes, how many players? _____

What is the highest level attained by one player? _____

How long have you judged? _____

Do you always GM, or do you switch off with others? _____

Have you ever run a Tournament session at a major convention? _____

What is the worst problem you have encountered while running your campaign? _____

_____

_____

How did you resolve it? _____

_____

_____

How do you handle troublesome players in your campaign? _____

_____

_____

Do you plan on attending any major fixed regional conventions this year? _____

If so, which ones? _____

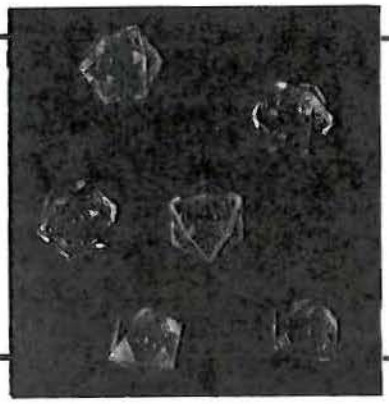
If you are interested, please detach or make a copy of this page and mail to: RPGA™ HQ, Judges Dept., POB 509, Lake Geneva, WI 53147.

TREASURE CHEST

DICE

Back by popular demand! THE dice. Koplow dice from West Germany, made exclusively for the casinos of Europe. This new Polyhedra set includes a 4, 6, 8, 10, 12, and 20-sided die. That's right, one more die in the set for less than our original Koplow dice set offer. Your choice of colors: black, dark blue, red, or ivory. They come with the numbers already inked on.

Price: $7.25 per set.



Gem Dice. Still available from RPGA™ HQ. 8-sided and 20-sided gem dice in special RPGA Network colors: electric blue, and electric Green. Made of high impact plastic, these dice do not have the numbers pre-inked. Please specify the combinations you wish:

A) 2 8-sided (1 blue, 1 green)
B) 2 20-sided (0-9, 1 blue, 1 green)
C) 2 20-sided (1-20, 1 blue, 1 green)

Price: $1.50 per pair; 6 dice (as above) for $3.75.

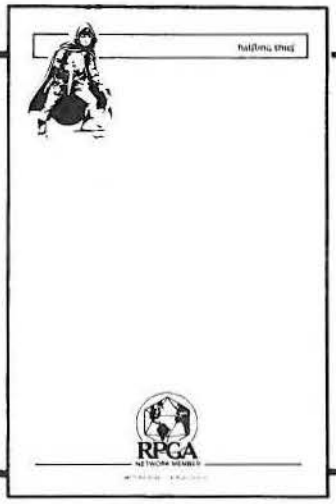
Alignment Generators from RPGA HQ. A special set of 6-sided dice designed for use in determining the alignments of random encounters, NPC's, etc. One die has Lawful, Neutral, Chaotic imprinted on it, and the other has Good, Neutral, Evil.

Price: $1.25 per pair.

ACCESSORIES

More Blank Jigsaw Puzzles. Now RPGA™ HQ offers 2 types of puzzles: A) 5½" x 8", 28 piece, medium thickness puzzle, B) our new 8½" x 11", 63 piece, heavy thickness puzzle. Although our popular smaller puzzle is excellent for feeding maps, clues, etc. to an adventuring party over a week or two, the new, larger version is extensive enough to provide pieces of information for an entire campaign — and durable enough to survive it! Finding all of the pieces can be the players' delight or dilemma.

Price: 5½" x 8" puzzle: 50c each. 8½" x 11" puzzle: 90c each.



New! RPGA Network Fantasy Notepads. Now you can have stationery that matches your imagination, and identifies you as an official RPGA Network Member. These 5½" x 8½", 50 sheet tablets feature 10 different and alternating illustrations of various classes and races from the ADVANCED DUNGEONS & DRAGONS® Fantasy Game. On the bottom of each page is the official RPGA logo with the inscription "RPGA Network Member." Each page is printed with black ink on different and alternating colored sheets; each pad is backed with cardboard.

Price: $1.75 each.

Close-Out Sale! Mini-Tote Bags. These zippered, sturdy bags are being discontinued from the RPGA Network products line, and are being offered to our members at a low, discount price before being sold to the general public. Unlike many other types of dice bags, these "zip wide" to offer easy access for dice, pencils, or miniature boxes. Their large capacity, leather-like appearance, sewn handles, and RPGA Network Logo make them perfect as gaming gifts.

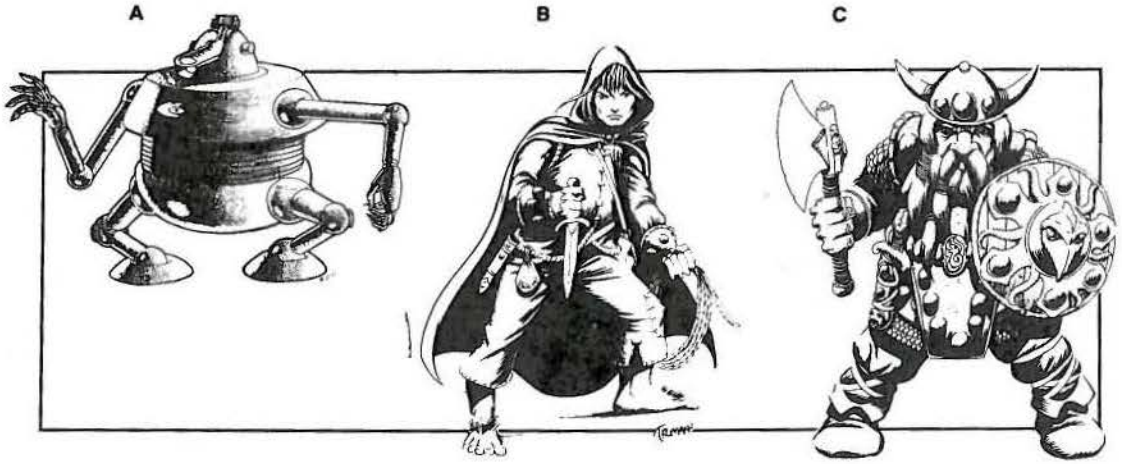
Reduced Price: $2.50 each.

APPAREL

Apparel items are not returnable.

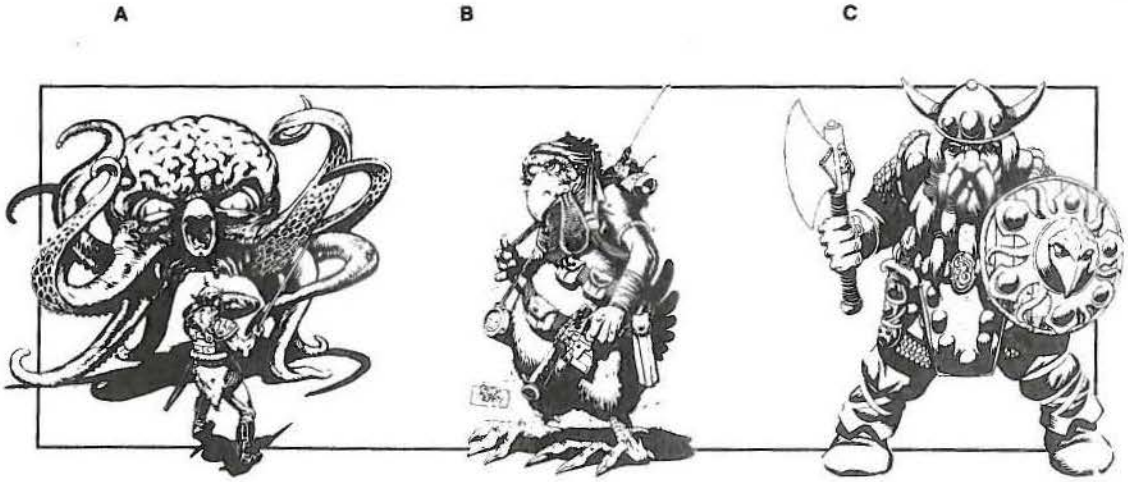
Gaming Caps. 100% Polyester adjustable caps. One size fits all. Please specify color and type. Colors available are: dark blue, green, red, and yellow. Types are: A) Robot, B) Halfling Thief, C) Dwarf Hero.

Price: $4.50



T-Shirts. 65% Polyester/35% Cotton white with dark blue neck and armbands. Available in adult small, medium, large and extra large. Please specify size and type. Types are: A) Grell Attack, B) Gamma Chicken, C) Dwarf Hero.

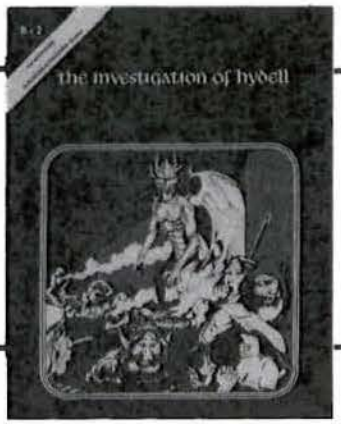
Price: $7.00



ADVANCED D&D® MODULES
by Frank Mentzer

R-1: To The Aid of Falx. A silver dragon is in danger because of the theft of five silver dragon control potions. His lair is near the thief's complex. Can you slip in and secure the potions before the time limit runs out? 5 characters, levels 5-9.

Price: $3.50



R-2: The Investigation of Hydell. Happy Slaves? A business that sells happy slaves?? You are requested to investigate the complex and shut it down if possible. 5 multi-class characters, levels 5/5.

Price: $4.50

R-3: The Egg of The Phoenix. In the lonely town of Northending, the Council of Five has called upon the famous Paladin Athelstan to come to their aid. The fabled artifact known as The Egg of The Phoenix has been stolen, taken by evil creatures and hidden far away — on the Negative Material Plane itself and guarded by a real Phoenix. 6 characters, 5-9.

Price: $4.50

Back issues of POLYHEDRON™ Newszine. We still have some back issues of POLYHEDRON Newszine available. Issues #6, #8, #9, and #10 are out of stock. Collector's note: we will not be reprinting old issues.

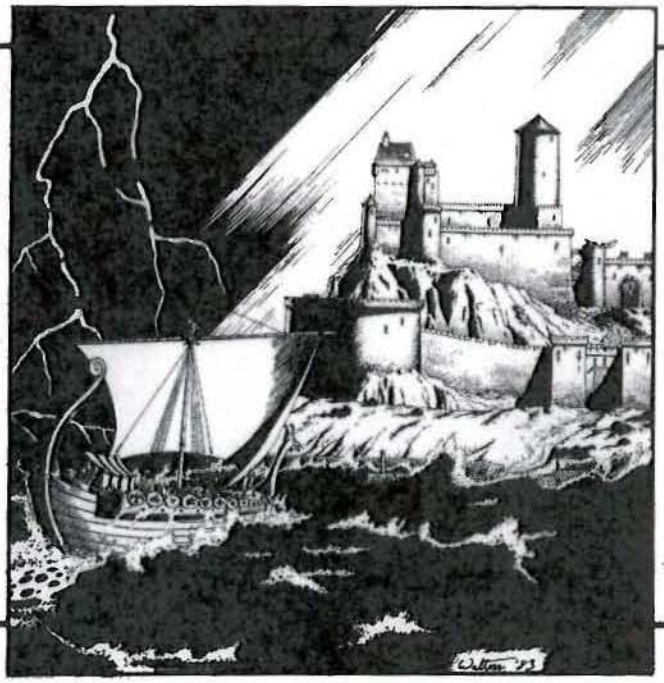
Price: $1.25 each.

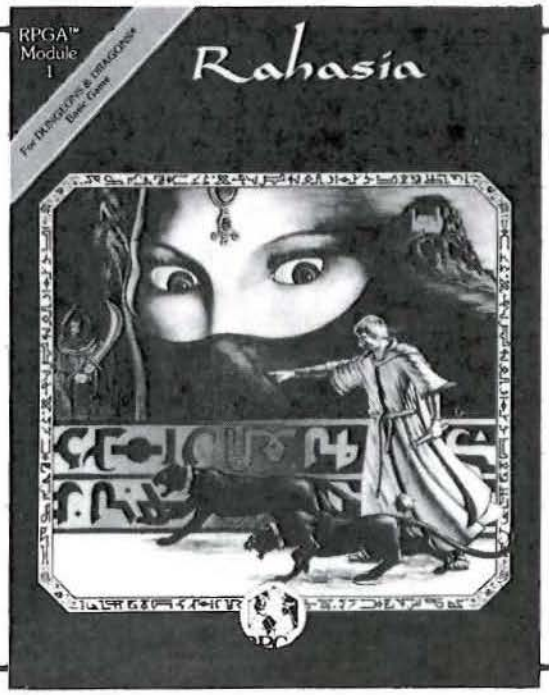
NEW MODULES

R-4:Doc's Island, by Frank Mentzer. Your party is now in possession of the famed artifact, The Egg of the Phoenix. Its delivery through dangerous lands and treacherous waters has been entrusted to your party. Your arrival at the mysterious Doc's Island does not end your quest, however. Rather, it is the beginning of a new one set in the very bowels of Doc's Island as your party searches for its greatest treasure — a Holy Sword.

An intriguing sequel to R-3: The Egg of The Phoenix, this AD&D™ game module is for a party of 5 characters, levels 6-10. The module includes maps, 5 pre-rolled characters, background on the lands you are adventuring in, and detailed encounter information for the DM. 32 pages.

Price: $4.50



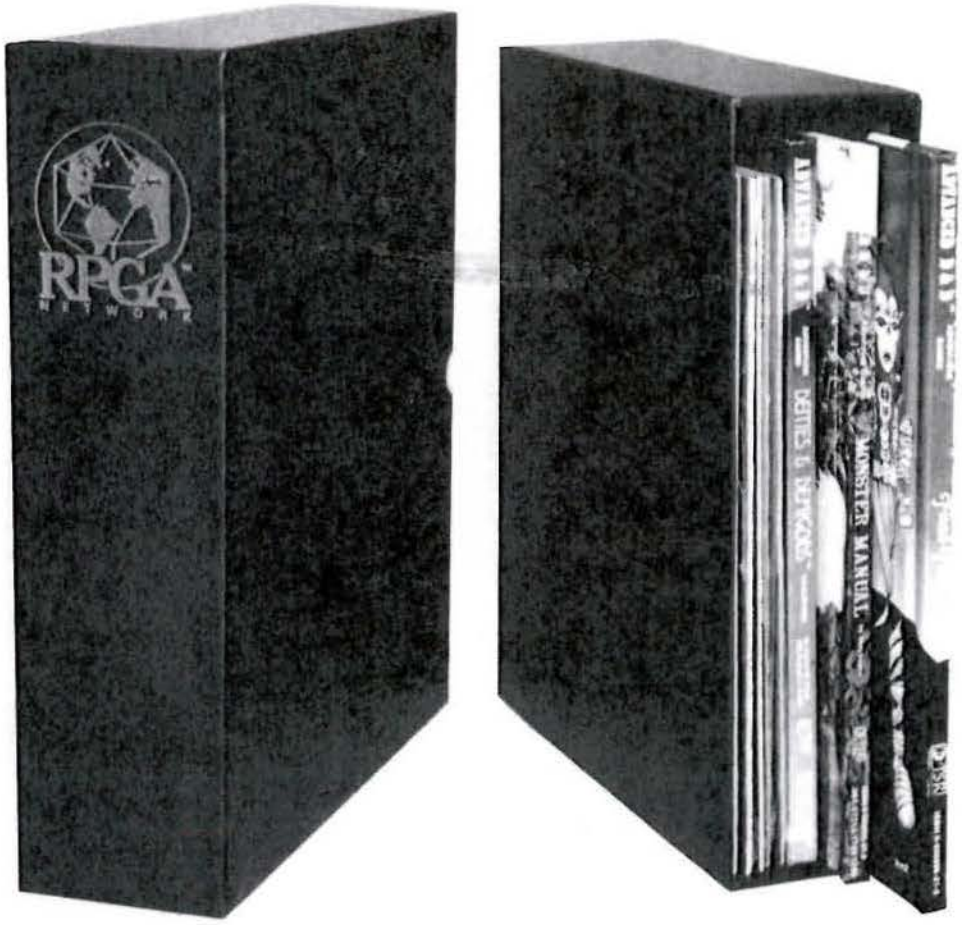


RPGA™ Module #1: Rahasia, by Tracy and Laura Hickman. The elvenmaid Rahasia is in dire peril. An outsider, the evil human Rahib, is trying to force her to come away with him against her will. To this end, he has taken over the Temple of The Sacred Black Rock. He has placed the elves who tend it under a terrible curse, and lured both Rahasia's father and her betrothed into his hands. You are her last hope. Can you brave the dangers of the Temple, break the curse, and capture the Rahib before he brings ruin upon all?

This is the first of a line of RPGA Network Modules dealing with general adventures using TSR game systems. It is a D&D® Basic Adventure for a balanced party of 5-8 characters, levels 1-3. The module includes background information, maps of the temple complex, pre-rolled characters, and detailed encounter information for the DM. 16 pages.

Price: $4.50

SLIPCASES



New! Library Slipcases. Tired of stacking your modules, piling your gaming magazines, or losing your character sheets? Now you can keep them protected in our new RPGA Network Slipcases. These slipcases are not flimsy, thin cardboard, but 70pt. chipstock, and are double cases for maximum protection. Measuring 11¾" high, 9" wide, and 3" thick, they're perfect for POLYHEDRON™ Newszines, DRAGON™ Magazines, and TSR Game Modules. The five AD&D™ Game Manuals will all fit in one slipcase! Deep blue, with a silver RPGA Network Emblem heat-stamped on the facing edge, these attractive library slipcases look great, and can add longer life to your gaming materials.

Price: $7.50 each, 3 for $21.00, or 6 for $40.00.

THE ARTISTS OF TSR

The RPGA Network's first Art Portfolio

This product was created for those of you who have searched for high quality, imaginative artwork at a reasonable price.

This fine portfolio features 12 black and white pieces of art, printed separately, and protected by a wraparound cover. It also contains background information on the TSR Art Department and its artists. They are ideal for displaying on your walls, using in a campaign, and gift giving, or simply add them to your fantasy art collection.

The 12 pieces include: Amazon Archer, War God, Norlen-Elven Huntress, Orc War Party, Fire Dragon Hunt, Vampiress' Tomb, Cu Chulainn, White Dragon Death, The Tri-gon Rider of Samaj, The Undead Queen's Vault, Starfarer's Last Battle, and Thor's Battle with Jormungandr. **Other artwork includes cover's** Dragonhead **and inside caricatures of the Art Staff.**

Price: $7.50

HOW TO ORDER

Use the enclosed order form to list the specific item/s and price/s in the spaces provided. When you have listed your entire order, add up the prices plus postage to arrive at the total cost. The postage and foreign rates are listed above the order form. No merchandise can be shipped on a COD basis. Payment must be made in one of the following ways.

Credit Cards. We accept only VISA or MASTERCARD. You may either use the form and mail this in (in which case we also need your credit card type, number, expiration date, and name of card holder. Phone number and area code must also be included on credit card orders), OR use our toll free number and place your order. The number is: 1-800-558-5977 (outside Wisconsin only). This number is for product orders only!! Please have the following information ready:

- **Name and RPGA™ Membership Number**
- Address
- City, state, and zip code
- Phone number with area code
- Credit card number and type of card
- Expiration date
- Name of cardholder (if different from name of member)
- Products you are ordering and total cost

Money Order or Certified Check. US Residents, please send a certified check or money order for the total amount plus postage. Foreign residents must add on other charges (see order form), and all payments must be in US funds. Please make all checks or money orders payable to: RPGA Network, POB 509, Lake Geneva, WI 53147. Please completely fill out the order form legibly in ink.

Normally, all orders are shipped within 4-7 days upon receipt order, but this may vary depending on the season. UPS is used whenever possible, so be sure someone is home to sign for the package. Otherwise, please request that your package be sent by Parcel Post. APO, FPO and PO Box Numbers are automatically shipped Parcel Post. Remember, the postage charge must be added to the total purchase amount, or your order will not be sent to you.

If you are expecting to move while you are awaiting delivery, please specify an alternative mailing address so that we can assure proper delivery to you. We will automatically back order any stock we can as we run out. If and when the item is back in stock, it will automatically be mailed to you. In either event, you will be notified and your money refunded if necessary.

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- Over $40.00: postage is free for US Residents.
- Canada and Mexico add 15% of total order for postage and handling.
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- APO and FPO add 10%. Check here _____ for Surface Available Mail (SAM) or here _____ and add 10% plus $1.00 for Parcel Air Lift (PAL).
- Wisconsin Residents add 5% sales tax to all orders before figuring postage charge.
- All payments must be in US funds.
- Never send cash. Allow 3-4 weeks for delivery.

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